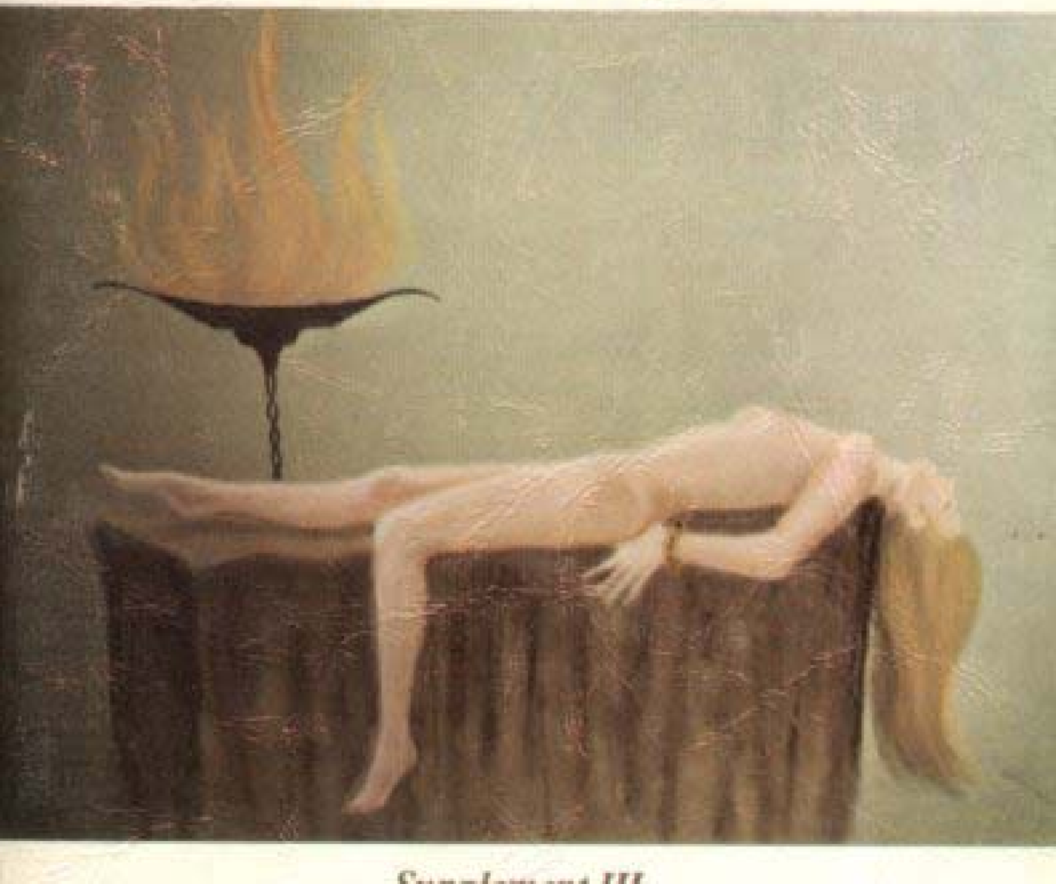
DUNGEONS & DRAGONS®

ADDITIONAL

Rules for Fantastic Medieval Wargames Campaigns Playable with Paper and Pencil and Miniature Figures



Supplement III

ELDRITCH WIZARDRY

BY
GYGAX & BLUME

PUBLISHED BY
TSR RULES

2005

DUNGEONS & DRAGONS®

Supplement III

ELDRITCH WIZARDRY

ANCIENT AND POWERFUL MAGIC

BY
GARY GYGAX & BRIAN BLUME

With Special Thanks to Elder Steve Marsh, Dennis Sustare (the Great Druid), Jim Ward & Tim Kask for Suggestions and Contributions!

Illustrations by Dave Sutherland, Tracy Lesch & Gary Kwapisz
Cover by Deborah Larson

2005

9th Printing, November, 1979
Printed in U.S.A.

INQUIRIES REGARDING THESE RULES SHOULD BE ACCOMPANIED BY A STAMPED ENVELOPE AND SENT TO TSR RULES. POB 756. LAKE GENEVA. WI 53147.

Index

Foreword

The book you now hold in your hand represents new dimensions to an already fascinating game system. This is the third supplement to DUNGEONS & DRAGONS, and was produced as a result of an ever increasing demand for new material.

This book also represents a new trend in the fine art of Dungeon Mastering. As originally conceived, D & D was limited in scope only by the imagination and devotion of Dungeon Masters everywhere. The supplements have fulfilled the need for fresh ideas and additional stimulation. But somewhere along the line, D & D lost some of its flavor, and began to become predictable. This came about as a result of the proliferation of rule sets; while this was great for us as a company, it was tough on the DM. When all the players had all of the rules in front of them, it became next to impossible to beguile them into danger or mischief.

The new concept pioneered within these pages should go a long way towards putting back in some of the mystery, uncertainty and danger that make D & D the unparalleled challenge it was meant to be. Legend Lore once again becomes the invaluable spell it was meant to be. No more will some foolhardy adventurer run down into a dungeon, find something and immediately know how it works, or even what it does, By the same token, no longer will players be able to send some unfortunate hireling to an early demise by forcing him to experiment on his master's goodies.

The introduction of psionic combat is bound to enliven games grown stagnant. It opens up untold possibilities for both the players and the DM, and in so doing recognizes one of the favorite topics of science fiction and fantasy writers: the unknown powers of the mind.

As with the two previous supplements, the material herein contained follows the format of the original three booklets that comprise D & D. Corrections and additions are noted, so that it can all be integrated into the original with a minimum of bother.

As you will note on the title page, this supplement had many contributors. Such is the nature of the beast. D & D was meant to be a free-wheeling game, only loosely bound by the parameters of the rules. We feel that ELDRITCH WIZARDRY goes a long way toward fulfilling the original premise of danger, excitement, and uncertainty. May you always make your saving throw.

Timothy J. Kask
TSR Publications Editor
Lake Geneva, Wisconsin
23 April 1976

Men & Magic

CHARACTERS: (Addition)

There is a special category of character which crosses all four major player-character classes. Those with **psionic ability** may be found amongst fighting men, magic-users, clerics or even thieves.

Further details of psionic abilities and how to determine if this potential exists will be found in the section **DETERMINATION OF ABILITIES.**

To the major class of **clerics** there is also a new subclass, the DRUID. These are similar to the monster of the same name as described in GREYHAWK (Supplement I), and if the subclass is allowed in the campaign the monster should be expanded to correspond to the new subclass.

It is important to keep in mind just what a "monster" is. For D&D purposes, a monster is any entity that is controlled by the DM. Player characters, and nonplayer characters controlled by players, are not monsters; everything else is. A "monster", in D&D, can be anything from a Balrog to a kindly good/lawful cleric.

All player-characters with psionic ability or desiring to become druids must be of human origin.

Fighting Men with psionic ability are basically attuned to the powers commonly known here as Yoga. There are 20 possible "devotions" they may be able to perform (the 18 Siddhis and the 2 Sciences) if they follow the course of developing their mental prowess. However, for **every** ability they gain they must lose the services of 1 of their followers, and for every **four** abilities gained 1 point of strength is permanently lost. (Furthermore, they also become susceptible to certain types of monsters and monster attacks not suffered by non-psychic characters as will be detailed later.)

Magic-Users with psionic ability will find that it will eliminate the necessity of learning some spells which essentially give them such powers for a limited duration. This is fortunate, for with each psionic ability gained the magic-user will lose the ability to remember a spell. That is, with the gaining of the first ability the magic-user will be able to use one less 1st level spell, when the second ability is gained he will lose two **additional** spell levels (i.e. two 1st level spells or one 2nd level spell), and so on. At no time may the magic-user remember more high level spells than low level ones, and if he is able to use 6th level spells, for example, and he selects one, he must also be able to remember at least one spell of each of the other five levels. Attacks from psionic creatures will also be suffered by magic-users who develop this talent.

Clerks with psionic ability also gain the advantage of being able to employ many "magical" powers, but for every psionic ability gained the cleric will lose two of his other advantages: First, he will lose one spell, exactly the same as a magic-user loses spell ability. Second, the cleric loses the ability to turn away undead monsters as he gains psionic powers, so that for each psionic ability gained the cleric ranks a level lower in the ability of turning undead. Thus, a 10th level cleric with four psionic abilities would have a loss of 10 spell levels and turn undead as a 6th level cleric. Gaining psionic abilities also subjects the person with such abilities to the possibility of attacks by psionic creatures.

Druids: Druids are a sub-class of Clerics. They are neutral in nature (as mentioned in GREYHAWK). They are more closely attuned to Nature, serving as its priests rather than serving some other deity. Mistletoe takes a place of importance with them as a holy symbol or

item as crosses and other like items do with other types of clerics. Druids have spells which are in general peculiar to them, although some of their spells are similar to those of magic-users or clerics in general. Fire, natural forces, and living things tend to be their forte in this regard. Druids are not as involved with humans, or with helping them, as they are in protecting plants and animals. They cannot turn the undead, but once a druid becomes an "Initiate" he has the following innate powers: Identify pure water, identify plants, identify animals, and pass through overgrowth (briars, tangles, etc.). Upon reaching the 5th Circle druids then gain the power to shape change (as previously mentioned in GREYHAWK with regard to the Druid-type monster), and when changing from one form to another they lose from 10% to 60% of any damage previously sustained; in addition they are not affected by the charm spells of woodland and water creatures such as nixies and dryads.

Druids speak their own special language. In addition they also speak the common tongue. With each level gained, above the 3rd circle, a druid can learn one of the additional languages: Pixie, Nixie, Dryad, Elvish, Treant, Hill Giant, Centaur, Manticora or Green Dragon.

Druids are able to employ the following sorts of weapons: Daggers, sickle or crescent-shaped swords, spears, slings, and oil. They may wear armor of leather, and use wooden shields. They may not use metallic armor. Druids may use those magical items not otherwise proscribed to them which are usable by "all classes" and all those items normally usable by clerics, excluding all clerical items of a written nature (scrolls, books, etc.). With regard to fighting ability and saving throws treat druids as clerics, except that with regard to fire the saving throw is always +2 in the druids' favor.

Druids have an obligation to protect woodland animals and plants, especially trees. Unlike the obligation of lawful and good types towards others of this sort, the tendency of druids will be to punish those who destroy their charges, rather than risk their own lives to actually save the threatened animal or plant. Druids will not slay an animal if it can be avoided, and they can never willingly or deliberately destroy a copse, woods or forest —no matter how enchanted or evil it may be—although they may attempt to modify such a place with their own magicks.

Monks & Druids do not have psychic potential, they are therefore prohibited from becoming psychics.

Thieves: who prove to have psionic potential are subject to basically the same advantages as those gained by fighting men. In addition to the penalties noted for fighting men, however, thieves also lose 1 point of dexterity for every four psionic abilities gained.

Character Alignment, Including Various Monsters and Creatures: (Addition)

Law	**Neutrality**	**Chaos**
Couatl*	Brain Moles	Demons**
Ki-Rin***	Cerebral Parasites	Intellect Devourers**
Shedu***	Thought Eaters	Su-Monster**
Mind Flayers****		

*neutral tendencies
**highly evil
***highly good
****highly evil but otherwise lawful

DETERMINATION OF ABILITIES: (Addition)

After all six normal ability categories have been rolled, and the player has selected a character type, player-characters with unmodified scores of 15 or more in their intelligence, wisdom or

charisma may elect to check their psionic ability in addition, if they have opted to be human. Psionic ability is determined by rolling percentile dice. A score of 91 or greater indicates that the character has the ability.

Clerics with a wisdom of 12 or greater and a charisma of 14 or greater may elect to become **druids.**

Bonuses and Penalties to Advancement due to Abilities:

Player-characters advance in level as is normal for their class and prime requisite. Psionic ability, however is affected by their psychic potential. A second dice roll must be made in order to determine this level, and the bonuses and penalties noted accordingly:

PSYCHIC POTENTIAL

Dice Score	Bonus or Penalty for Chance of Gaining Ability
01-10	-6%/level accumulative
11-25	-5%/level accumulative
26-50	-4%/level accumulative
51-75	none
76-90	+1%/level accumulative
91-99	+2%/level accumulative
00	+3%/level accumulative

If a character has a penalty of -4% the base chance for the gaining of an ability will be 6% per level rather than 10%. Likewise, if there is a bonus of +3% the base chance per level will be 13%, so that at 3rd level there will be a 39% chance for a psionic ability to be gained.

Bonus: If a psionic ability is gained there is a chance equal to the character's psychic potential that a second ability will be immediately gained.



DEMON
TYPE VI

LEVELS AND NUMBER OF EXPERIENCE POINTS NECESSARY TO ATTAIN THEM: (Addition)

Player-characters with psionic ability progress in the normal character type as they originally selected at the usual rate. However, beginning at 1st level, they have a possibility of acquiring a psionic-type ability. Psionic abilities are given under SPELLS. The possibility of gaining any given ability is 10% per experience level, so that a 1st level character has a 10% chance of having a psionic ability, a 2nd level character has a 20% chance, and so on with a 10th level character having a 100% chance.

Selection of psionic-type ability is done by random number generation, but if random determination indicates an ability already possessed the random number generation should be continued until an ability which is not already possessed is indicated. At such time as there is a 100% probability of an ability being gained (10th level) the character may select whichever ability is desired whenever an experience level is gained.

Druids	
Aspirant	0
Initiate of the 1st Circle*	2000
Initiate of the 2nd Circle	4000
Initiate of the 3rd Circle	7500
Initiate of the 4th Circle	12000
Initiate of the 5th Circle**	20000
Initiate of the 6th Circle	40000
Initiate of the 7th Circle	60000
Initiate of the 8th Circle	90000
Initiate of the 9th Circle	125000
Druid	200000
Archdruid	400000
The Great Druid	800000

*gains basic powers
**gains additional powers

Druids: These clerics all serve the same general deity (Nature), and so above the level of Initiate the number of persons is strictly limited. There can be a maximum of four Druids (10th level), two Archdruids (11th level), and but one Great Druid. At such time as a player-character attains experience points sufficient to advance him to the 11th (Druid) or higher level he does not attain the powers of his new level unless there are fewer than the maximum number of druids at the level in question or until he defeats in spell combat a druid of the level he wishes to attain (combat need not be mortal). As with monks (see BLACKMOOR) the loser of such a combat drops in number of experience points to the level immediately below, i.e. if a Druid were seeking to become an Archdruid, and if he were successful, he would then gain that level, but the former Archdruid would drop to 200,000 experience points and become a Druid (of course at such time as the former Archdruid regained experience points sufficient to rank him as an Archdruid he could then seek a rematch ...).

There is no level above 13th (Great Druid).

STATISTICS REGARDING CLASSES (Addition):

Clerics (Druids)	**Dice for Accumulated Hits**	**Fighting Capability**	**Spells and Level** 1	2	3	4	5	6	7
Aspirant	1	Man	1	-	-	-	-	-	-
Initiate, 1st	2	2 Men	2	1	-	-	-	-	-

Initiate, 2nd	3	3Men	3	1	-	-	-	-	-
Initiate, 3rd	3+1	Hero-1	3	1	1	-		-	-
Initiate, 4th	4	Hero	3	2	1	-	-	-	-
Initiate, 5th	5	Hero + 1	3	2	2			-	-
Initiate. 6th	6	Superhero-1	4	2	2	1	-	-	-
Initiate, 7th	7	Superhero-1	4	3	2	1	-	-	-
Initiate. 8th	7+1	Superhero-1	4	3	3	2		-	-
Initiate, 9th	8	Superhero	5	3	3	2	1	-	-
Druid	9	Superhero	5	3	3	3	2	1	-
Archdruid	10	Superhero	5	4	4	4	3	2	1
The Great Druid	11	Superhero + 1	6	5	5	4	4	3	2

Alternate Combat System: (Addition)

The question of when various actions take place during a melee round often arises. In order to simply and easily satisfy the problem of when any action can take place the melee round has been further subdivided into premovement. movement of six segments, and post-movement, or eight parts in all. All melee activities, including missile fire, spell casting, movement, and combat then are assigned to some — possibly all — part of the melee turn.

Actions other than moving or fighting are based on the modified dexterity rating of the character in question. Movement is based on the standard movement allowance (with optional adjustments by the Dungeonmaster recommended).

To compute **Adjusted Dexterity** simply take the dexterity rating of the player-character or monster in question, including any additions or subtractions for magical devices, and then compute bonuses and penalties.

After the 1st melee round the pattern of missile fire or spell casting should be re-adjusted with regard to bonuses and penalties. Thereafter, the same pattern is maintained for successive melee rounds. For example, if it is determined as of the 2nd melee round that the Adjusted Dexterity of a player-character is in the +15/+19 range, there is an interval of six parts between his actions, so that on the 3rd melee round he would act during the 5th movement segment, and on the 4th melee round he would be able to act during the 3rd.

MISSILE FIRE OR SPELL CASTING TABLE, 1st MELEE ROUND

Adjusted Dexterity	**Pre-**	**1**	**2**	**3**	**4**	**5**	**6**	**Post-**
-30/-16	—	—	—	—	—	—	—	X
-15/-11	—	—	—	—	—	—	X	—
-10/-6	—	—	—	—	—	X	—	—
-5/-1	—	—	—	—	X	—	—	—
0/+4	—	—	—	X	—	—	—	—
+5/+9	—	—	X	—	—	—	—	—
+ 10/+14	—	X	—	—	—	—	—	—
+ 15/+19	X	—	—	—	—	—	—	X
+20/+24	X	—	—	—	—	—	X	—
+25& +	X	—	—	—	—	X	—	—

If surprised lose the 1st segment on a die roll of 1 and the 1st and 2nd segments on a die roll of 2.

Attacks by combatants are made whenever the respective parties come within range, but movement need not cease until bodies are actually in contact.

Adjustments to Dexterity:

Bonus		**Penalty**	
Complete Surprise	+4*	Plate Armor	-6
Surprise	+2**	Chain Armor	-4
Elf	+1	Leather Armor	-2
Weapon in Hand	+2	Small Shield	-1
Weapon Ready	+3***	Medium Shield	-2
Spell or Scroll Ready	+2	Large Shield	-3
Word of Power	Special	Complete Surprise	-4
Symbol	Special	Surprised**	-2
Holy Word	Special	Entering Door	-1
		Second Rank	-2
		Reading Scroll	-6
		Encumbered	-6
		Wounds over 50%	-4
		Wounds over 75%	-6
		2nd Level Spell	-1
		3rd Level Spell	-2
		4th Level Spell	-3
		5th Level Spell	-3
		5th Level Spell	-4
		6th Level Spell	-5
		7th Level Spell	-6
		8th Level Spell	-7
		9th Level Spell	-8

*Complete surprise is basically a die of 2 when checking.
**Surprise is basically a die 1 when checking, or a die 2 in those cases where the creature in question is difficult to surprise and has only a 1 in 6 chance of being surprised.
***A pointed wand, or a pointed, cocked crossbow or similar devices fall under this classification.

Special: Treat all "word" and symbol spells as "Spell Ready" and no penalties to dexterity with regard to spell level are applicable.

HASTE will double effectiveness while SLOW will decrease it by one-half.

MOVEMENT DURING THE MELEE ROUND

Basic Movement Distance	**Movement Segment**					
	1	**2**	**3**	**4**	**5**	**6**
3"	½	½	½	½	½	½
4	½	½	¾	¾	¾	¾
5	¾	¾	¾	1	1	¾

6	1	1	1	1	1	1
7	1	1	1	1½	1½	1
8	1	1½	1	1½	1½	1
8	1	1½	1½	1½	1½	1
9	1½	1½	1½	1½	1½	1½
10	1½	1½	1½	2	2	1½
11	1½	2	2	2	2	1½
12	2	2	2	2	2	2
13	2	2	2	2½	2½	2
14	2	2½	2½	2½	2½	2
15	2½	2½	2½	2½	2½	2½
16	2½	2½	2½	3	3	2½
17	2½	3	3	3	3	2½
18	3	3	3	3	3	3
19	3	3	3	3½	3½	3
20	3	3½	3½	3½	3½	3
21	3½	3½	3½	3½	3½	3½
22	3½	3½	3½	4	4	3½
23	3½	4	4	4	4	3½
24	4	4	4	4	4	4

Suggested Scale: 1":2'. Movements should be made simultaneously.

PSIONIC COMBAT (Addition)

There are basically two forms of psionic attack: 1) that form in which there is no return attack and 2) that form which is an exchange of attacks/defenses where two creatures with psionic abilities are involved. Certain magical devices or limited psionic abilities will modify case I) above. It is also possible that certain psionically endowed creatures have an attack form which will affect only other life forms with psionic abilities. When psionic combat takes place no other actions can be performed.

Psionic attacks upon non-psionic creatures can be made only if the attacker has a psionic attack strength of over 120. Psionic attack strength is determined by adding the **psychic potential** to the number of psionic abilities times two plus the number of **psionic attack** and **defense modes** times five. For example, a character with a psychic potential of 37 with 6 psionic abilities and 5 attack and defense modes would have a psionic attack strength of 74 (37+12+25 (5X5)). Previous psionic strength points expenditures are considered at a ratio of 50%, so usage of 12 points reduces attack strength by 6 points. Psionic attack strengths for monsters are stated in the paragraphs dealing with psionically endowed monsters.

After the first attack is made, or in cases where opponents announce simultaneously that they are psionically attacking (or in cases where the monster automatically does so and the character announces he is doing so), the sequence of attack is determined as follows: Each opponent rolls percentile dice and adds the score to his psionic attack strength. High score attacks first.

Attack Modes, All Classes
A. Psionic Blast (20)
B. Mind Thrust (10)
C. Ego Whip (15)
D. Id Insinuation (10)
E. Psychic Crush (25*)

Defense Modes, All Classes
F. Mind Blank (1)
G. Thought Shield (2)
H. Mental Barriers(4)
I. Intellect Fortress(7)
J. Tower of Iron Will (10)

(cost of use in psionic strength points shown in parentheses)
*if less points possessed, alter % probability of success accordingly

All psychically endowed characters immediately gain the first attack mode (psionic blast) upon gaining the first ability. Abilities should be selected at random, but a character may never have more superior abilities than he has basic abilities. In random selection it is suggested that weight be given to the probabilities for gaining of abilities related to abilities already possessed, e.e. empathy would raise the probabilities of gaining ESP, animal telepathy, and telepathic projection. Additional attack modes are gained at a ratio of one for every four abilities (five with respect to fighters). Defensive modes are gained at a rate of one for every three abilities (four with respect to fighters).

Total psionic strength is twice psionic attack strength (or psionic attack and defense strengths added together). For details of restoration of psionic strength points see PSIONIC STRENGTH section.

PSIONIC ATTACK AND DEFENSE MODES

Attack Mode	**Range** Short	Medium	Long
Psychic Crush	7"		
Psionic Blast	4"	8"	12"
Mind Thrust	9"	18"	27"
Ego Whip	6"	12"	18"
Id Insinuation	12"	24"	36"

Range goes up by a short range base of 1" (and the other ranges go up accordingly in proportion) with each level of mastery of an attack ability.

Attacks at medium range do only 80% of stated damage. Attacks at long range score only 50% of

Defense Mode	**Maximum Protection of**
Mind Blank	Individual only
Thought Shield	Individual only
Mental Barrier	Individual only
Intellect Fortress	10' r. of individual
Tower of Iron Will	3' r. of individual

Attacks on a surprised individual are handled on the SPECIAL PSIONIC ATTACK MATRIX.

Psionic Attack Strength	**Defender's Psionic Potential** 01-10	11-25	26'50	51-75	76-90	91-99	00
01-20	S	S	40	30	20	10	5
21-40	S	S	S	40	30	20	10
41-60	W	S	S	S	40	30	20
61-80	W	S	S	S	S	40	30
81-90	C	W	S	S	S	S	40
91-00	C	C	W	S	S	S	S
101-110	D	C	C	W	S	S	S
111-120	D	D	C	C	W	W	S
121 & up	D	D	D	C	C	C	W

S= Stun for 5-20 turns, no psionic attacks
W= Psychic wound, 1-6 months recovery, no psionic attacks
C= Permanently crippled psionically, loses all abilities.
D = Death
5-40 = Number of Psionic Attack strength points lost — recovery in 1-6 days

Note: Ego Whip attacks which give a result of "D" equal idiocy and "C" results equal "W" instead. Psychic Insinuation attacks with a result of "W", "C", or "D" mean that the defender is under the control of the attacker until released.

MATRIX A: PSIONIC ATTACK UPON NON-PSIONIC

Defender's Intelligence	Saving Throw at Attack Range: Short	Medium	Long	EFFECT IF SAVE IS NOT MADE
3-4	19	18	17	Death
5-7	17	16	15	Coma 1-4 days
8-10	15	14	13	Sleep 20-120 mins.
11-12	13	12	11	Stun 1-4 turns
13-14	11	10	9	Confuse 1-6 turns
15-16	9	8	7	Enrage 1-8 turns
17	7	6	5	Feeblemind
18	5	4	3	Permanent insanity
19	3	2	1	Insanity, 1-4 weeks
20 & +	1	0	-1	Insanity, 2-12 days

SAVING THROW ADJUSTMENTS:

Additions to Die		Subtractions from Die	
Magic-user	+1	ESP Medallion	-5
Cleric	+2	Psionic Related Spell*	-4
Elf	+2	Stunned	-3
Dwarf	+4	Confused	-2
Hobbit	+4	Enraged	-1
Helm of Telepathy	+4	Feebleminded	**
		Insane	***

*See Psionic Ability list hereafter for comparisons
"Treat feebleminded persons as intelligence 3-4
***Insane individuals can be psionically attacked only with "Insinuation" (see PSIONIC ABILITIES section).

A helm of telepathy worn by the defender will stun the attacker for three turns if the defender makes his saving throw.

MATRIX B: FULL PSIONIC COMBAT, DAMAGE SCORED

Total Psionic Strength	Offensive Mode	Defensive Mode: Mind Blank	Thought Shield	Mental Barrier	Intellect Fortress	Tower of Iron Will
01	Psionic Blast	2	5	3	1	0
	Mind Thrust	10	3	0	0	1
to	Ego Whip	6	2	0	0	0
	Id Insinuation	1	4	6	0	1
20	Psychic Crush	01%	-	-	-	-

MATRIX B: FULL PSIONIC COMBAT, DAMAGE SCORED

Total Psionic Strength	Offensive Mode	Defensive Mode: Mind Blank	Thought Shield	Mental Barrier	Intellect Fortress	Tower of Iron Will
21	Blast	3	7	4	2	0
	Thrust	12	5	1	0	3
to	Whip	8	4	0	0	0
	Insinuation	2	5	8	1	2
40	Crush	02%	01%	-	-	-
41	Blast	4	9	5	3	0
	Thrust	14	7	02	1	4
to	Whip	10	6	0	0	0
	Insinuation	3	7	10	3	4
60	Crush	04%	02%	01%	-	
61	Blast	6	11	7	4	0
	Thrust	16	9	4	2	5
to	Whip	13	9	1	0	1
	Insinuation	4	9	13	5	7
80	Crush	08%	04%	02%	01%	-
81	Blast	9	14	9	5	0
	Thrust	18	11	6	3	6
to	Whip	17	13	2	0	2
	Insinuation	6	11	16	8	10
90	Crush	10%	06%	04%	01%	
91	Blast	13	17	11	7	1
	Thrust	20	13	8	4	7
to	Whip	22	17	4	1	3
	Insinuation	8	14	19	11	13
100	Crush	12%	08%	06%	02%	01%
101	Blast	18	20	13	9	2
	Thrust	23	15	10	5	8
to	Whip	28	21	6	2	9
	Insinuation	10	17	23	15	18
110	Crush	15%	10%	08%	03%	02%
111	Blast	24	23	15	11	3
	Thrust	26	18	13	7	10
to	Whip	35	27	8	3	6
	Insinuate	13	21	27	19	24
120	Crush	20%	14%	10%	05%	03%
121	Blast	30	27	18	14	5
	Thrust	29	22	17	10	12
&	Whip	43	33	11	5	8
	Insinuate	17	25	31	23	30
up	Crush	25%	18%	13%	07%	04%

A helm of telepathy worn by the defender will stun the attacker for three turns if the defender makes his saving throw.

A helm of telepathy raises psionic strength by 40.

Hits do the indicated number of points of damage to the opponent's psionic capabilities except with regard to the PSYCHIC CRUSH. If this is attempted only a THOUGHT SHIELD or NO defense can be used, but if the indicated percentage is generated the attack instantly kills the defender.

When a combatant is reduced to no defensive capability then all attacks upon him are considered to take place using the **Special Psionic Attack Matrix** below.

Psionic defensive capabilities are the same as psionic attack strength.

Range goes up by a short range base of 1" (and the other ranges go up accordingly in proportion) with each level of mastery of an attack ability.

Attacks at medium range do only 80% of stated damage. Attacks at long range score only 50% of stated damage.

Attacks on a surprised individual are handled on the SPECIAL PSIONIC ATTACK MATRIX.

The use of psionic powers will alert any psionically endowed creature within range of the power being used that somewhere, something involving psionic abilities is taking place. If continued usage of the power then takes place there is an increasing likelihood of the direction and psionic ability being identified. Base chance is 10% for each, and this increases by 10% for each turn of continued usage of the same ability. Usage of a differing ability will make identification impossible but not direction. When direction is found then relative strength can also be determined on the following turn.

Superior abilities alert other psionics at twice the range of the ability. Psionic combat (attack modes) alerts psionics within three times the ability range (exception: Mind Thrust and Id Insinuation—detection is ability range, maximum, only).

Note that spells which duplicate or are similar to psionic powers will likewise attract the attention of the psionically endowed creature. This also includes magical items which fall within the category.

RESTORATION OF PSIONIC ENERGY

Psionic strength points expended can be restored by refraining from psionic activity of any sort. The rate of restoration depends upon how far removed the activity engaged in by the psionically endowed individual is from psionic usage:

Activity	Psionic Strength Point Gain
walking, talking and like activity	6 points/hour
resting quietly	12 points/hour
sleeping	24 points/hour

Attacks and Damage by Monster Type (Addition):

Type of Monster Attacking	**Number of Attacks**	**Points of Damage per Attack***
DEMON		
Type I	2 claws/2 talons/1 bite	1-4/claw, 1-8/talon. 1-6/bite
Type II	2 claws/1 bite	1-3/claw.4-16/bite
TypeIII	2 pincers/2 horns/1 bite	2-12/pincer. 1-3/horn, 1-6/bite
Type IV	2 claws/1 bite	1-4*/claw, 2-8**/bite
Succubi	2 talons	1-3/foot talon***
TypeV	1 tail/6 weapons	2-8 tail constriction/ per weapon type
Type VI (Balrog)	2	1-12/sword; 2-12, 3-18 or 4-24 according to size
Orcus	2	according to weapon ****
Demogorgon	3	*****
Couatl	1 bite/constriction	1-3/bite†, 2-8/turn of constriction
Ki-Rin	2 hooves	2-8/hoof (plus special)
Shedu	2 hooves	1 -6/hoof (plus special)
Intellect		
Devourer	4 claws	1-4 claw (plus special)
Mind Flayers	4 tentacles	special (plus special)
Su-Monster	4 claws/1 bite	1-3/claw, 1-8/bite (plus special)

*all demons have special abilities
**due to the strength of this demon hit probability and damage are +2
***also special energy drain as detailed in the section regarding monsters
****Orcus can employ many different weapon types, one at any given time, hit probability and damage +3; his poison tail has standard hit probability, but saving throws against its poison are at -4
*****Demogorgon has +4 hit probability with his tentacles and tail
†also poison saving throw must be made

SAVING THROW MATRIX (Addition):

Demons (detailed in the next part of this supplement) gain saving throws according to their number of hit dice except those demons with 10-sided, 12-sided, or 20-sided dice for determining the number of hit points they have. Basically, each hit die that a demon possesses equals one level: however, with regard to demons with 10- or 12- sided hit dice the number of levels is 50% greater than the number of dice (round up), while demons with 20-sided hit dice are considered as having a level equal to twice their hit dice.

Ex: a demon having six 12-sided hit dice would be 9th level. On having three 20-sided dice would be of 6th level.

Furthermore, demons gain the most favorable saving throw available to a corresponding level fighting man or magic-user—remembering that all demons have a basic magic resistance in regard to that form of attack (wand, staff, rod. spell, etc.). Demon Princes are always superior in their saving throws in that they are typically totally invulnerable to certain forms of attack. For instance. Orcus is not affected by either poison or a death ray of any sort, and Demogorgon cannot be turned to stone.

SPELLS TABLE (Addition)

Magic-Users (Druids)

	1st Level	2nd Level	3rd Level
1.	Predict Weather	Produce Flame	Pyrotechnics
2.	Locate Animals	Locate Plants	Protection/Fire
3.	Detect Snares & Pits	Speak with Animals	Call Lightning
4.	Detect Magic	Cure Light Wounds	Cure Disease
5.	Purify Water	Obscurement	Hold Animal
6.	Faerie Fire	Create Water	Plant Growth
7.		Heat Metal	Water Breathing
8.		Warp Wood	Neutralize Poison

4th Level

1. Produce Fire
2. Protection/Lightning
3. Speak with Plants
4. Plant Door
5. Insect Plague
6. Control Temp., 10'r.
7. Cure Serious Wounds
8. Animal Summoning I
9. Hallucinatory Forest
10. Dispel Magic

5th Level

1. Wall of Fire
2. Control Winds
3. Pass Plant
4. Hold Plant
5. Animal Growth
6. Commune with Nature
7. Anti-Plant Shell
8. Transmute Rock-Mud
9. Turn Sticks to Snakes
10. Animal Summoning II

6th Level

1. Conjure Fire Elemental
2. Weather Summoning
3. Transport via Plants
4. Anti-Animal Shell
5. Animal Summoning III
6. Finger of Death
7. Feeblemind
8. Turn Wood

7th Level

1. Fire Storm
2. Control Weather
3. Conjure Earth Elemental
4. Animate Rock
5. Reincarnate
6. Creeping Doom
7. Confusion
8. Transmute Metal-Wood



PSIONIC ABILITIES (Addition)
Fighting Men (Including Paladins and Rangers) & Thieves (Including Assassins)

BASIC ABILITIES (cost per usage)
Reduction (none)
Expansion (special)
Levitation (1/turn)
Domination (special)
Mind over Body (none)
Invisibility (2/turn)
Precognition (special)
Suspend Animation (none)
Body Equilibrium (1/turn)
Clairaudience (2/turn)
Clairvoyance (2/turn)
Body Weaponry (none)

SUPERIOR ABILITIES (cost per usage)
Energy Control (special)
Telekinesis (3/turn)
Dimension Walking (special)
Astral Projection (special)
Molecular Rearrangement (special)
Molecular Manipulation (50)
Body Control (5/turn)
Mind Bar (none)

Magic-Users (Including Illusionists)

Detection of Evil/Good (none)
Detection of Magic (1/turn)
ESP (1/turn)
Hypnosis (special)
Levitation (1/turn)
Clairaudience (1/turn)
Clairvoyance (1/turn)
Reduction (none)
Expansion (special)
Molecular Agitation (2/turn)

Telepathic Projection (3/turn)
Precognition (special)
Dimension Door (10)
Telekinesis (3/turn)
Teleportation (20)
Astral Projection (special)
Etherealness (5/turn)
Shape Alteration (special)

Clerics (Excluding Monks and Druids)

Detection of Evil/Good (none)
Empathy (none)
Levitation (1I/turn)
Hypnosis (1/turn)
Domination (special)
ESP (1/turn)
Cell Adjustment (special)
Mind over Body (none)
Body Equilibrium (1/turn)
Animal Telepathy (2/turn)

Molecular Rearrangement (5/turn)
Aura Alteration (special)
Precognition (special)
Telempathic Projection (3/turn)
Dimension Walking (special)
Astral Projection (special)
Mass Domination (special)
Probability Travel (special)

EXPLANATION OF PSIONIC ABILITIES (Addition)

Fighting Men

Reduction: The ability to cause the body to become smaller in size. The reduction is approximately one foot per level the individual has possessed the ability, so that after six levels the individual can become as small as a tiny insect.

Expansion: The ability to cause the body to become larger in size. The expansion is approximately two feet per level the individual has possessed the ability, until a maximum of 12 levels (an additional growth of 24 feet) can be attained. Increase in mass and strength is proportionate, so that at maximum growth the strength increase equals storm giant strength. One may remain at maximum size for two turns, but every level less than maximum increases endurance by one turn, so that if potential expansion was 12 feet, expansion to an additional 6 feet only would allow the individual to remain at this size for 2 +3 game turns.

Levltatlon: Similar to the magical levitation, this ability allows the individual to levitate for one turn times the number of levels he has possessed the ability. Thus, if it has been possessed one level the person is able to levitate one turn, when it has been possessed two levels an additional wo turns are added, making three altogether, at third level of possession three turns are added. and so forth.

Domination: The ability to force another to do your will. The use of this ability requires great concentration and it uses psionic strength points at a rate of one point per level of the creature being dominated per minute of domination. If the domination requires the dominated to perform actions which are greatly against his will, the expenditure of psionic strength points is doubled.

Mind over Body: The ability to surpress certain bodily needs (or satisfy them through psionic means), food, water, and sleep can be completely ignored for two days per level the power has been possessed. Thus, a person having possessed the ability for two levels is able to go without sleeping, eating, or drinking for up to four days. Thereafter, however, the person **must** spend a like number of days resting in order to restore the ability; failure to do so will not harm the body, hut the ability will not be usable again until such rest is taken.

Invisibility: This ability allows the individual to pass undetected, although the person so doing cannot perform violent actions while thus invisible. For every level the individual has possessed this ability he is able to elude a like number of levels of creatures, i.e. 1 level at first level of possession, 3 levels at second level of possession, 6 levels at third level of possession, 10 levels at fourth level of possession, 15 levels at fifth level of possession, and so on.

Precognition: The ability to estimate the best probable course of action, or to estimate the probable outcome of an undertaking, this power applies only to the relatively immediate future, Estimation becomes more accurate with increased levels of possessing the ability, providing the number of unknown factors remains constant. Precognition accuracy is also a factor of combined intelligence and wisdom scores:

Total Intelligence and Wisdom Scores	Precognition Probability by Difficulty		
	Low	Medium	High
under 30	40%	30%	20%
30-33	50%	35%	25%
34-35	65%	45%	35%
36&up	70%	50%	40%

For every level the ability is possessed the probability of being able to correctly precognate goes up by a percentage equal to the level, cumulative (2 levels equals 2%, 3 levels equals 5%, etc.) but never beyond a maximum precognition probability of 99%. The expenditure of psionic strength is directly related to the number of unknown factors which must be precoged, i.e. if there are six basically solvable unknown factors then it costs 6 points, and the cost is not known to the individual precognating until after the fact. (In order to precognate the results of a melee, for example, each attack must be made and counted as an unknown, and in a melee with several individuals involved with several monsters, the cost per melee round could easily be 10 or more points.) If the psionically endowed individual has insufficient points to completely precognate, then the precognition ceases at the point when he has no longer any strength to continue. Time is also a factor of precognating—a short duration means a typically low difficulty factor. If 1-4 turns is considered a short time, 5-30 turns is of medial difficulty, and anything beyond 30 turns (five hours) becomes a high difficulty precognition; however, unknown factors will alter this rule, so that a short time precognition with many (basically unsolvable) unknowns becomes a high difficulty precognition. **N.B. Precognition relies entirely upon the referee, and he must use utmost care in handling this ability usage.**

Suspend Animation: This is the ability to virtually suspend all bodily functions. The individual possessing this ability is able to "set" himself to awaken at a future time and resume animation.

With each level of possession of this ability the individual is able to suspend animation for one week per level accumulative (one week during the first level of possession, three weeks during the second level of possession, etc.) The sleeping individual cannot be awakened before the time he has "set" himself to reawaken. For each week spent in suspended animation the individual must spend one day of normal activity before being able to return to suspended animation.

Body Equilibrium: This ability allows the individual to adjust the weight of the body to correspond to the surface upon which he is treading so as not to sink into it, i.e. water, quicksand, mud. etc. For each level the person has possessed this ability he is able to maintain body equilibrium for one hour per day.

Clairaudience: The ability to hear at a distance, the individual possessing this power is able to hear what is happening up to 30' distant, but the power is directional. 1' of stone is equal to 10' of empty space. With each level after the first the individual possesses this ability he gains an additional distance of 10' per level accumulative (at second level of possession this means an additional 20'. at third level an additional 30'. or a total of 80', etc.). This power can be used in conjunction with a crystal ball. It is subject to magical and non-magical prevention devices as mentioned under the explanation of the spell of the same name.

Clairvoyance: Same as the clairaudience ability above, except that the range is ten times greater, and at the seventh level of possession the range becomes unlimited by distance.

Body Weaponry: This ability demands that the person who gains it forego the use of all weapons and armor in order to cause his body to function in their stead. The individual psionically alters his body to harden it for striking or as a defense. At the first level it is possessed this ability gives the individual an armor class of 8, and with each level possessed the armor class improves, i.e. second level armor class is 7, third level armor class is 6, etc. Attack ability progresses similarly:

Level of Mastery of Body Weaponry Ability	**Attack as Equivalent to***
first	dagger
second	hand axe
third	mace
fourth	battle axe
fifth	sword
sixth	sword +1
seventh	sword +2
eighth	sword +3
ninth	sword +4
tenth	sword +5

*hit probability due to weapon type is always the most favorable according to the class of armor opposing the attack, while damage is according to the weapon type equivalent indicated, so that at third level the possessor of the ability strikes as a dagger, hand axe. or mace and does damage according to the damage indicated for a mace.

All plusses on weapon equivalent apply to both hit probability and to damage. Note that as far as the weapon factor is concerned, body weaponry is rated one class below a dagger with regard to speed factor, but the same as a dagger as far as length is concerned.

Energy Control: This ability allows the user to channel energy directed at him around his body and dissipate it. Thus, if a spell is directed at him or the area which he occupies, he can use the ability to render the spell energy harmless. The cost of using this ability is 5 psionic strength points per level of energy dissipated. (As a rule of thumb, consider each die of damage that can be done by the energy as a level, and if no damage dice are involved spell level can be used as a measure of level.)

Telekinesis: The ability to move objects by mental power, the possessor is able to telekinese 50 gold piece weight per level of mastery, accumulative, so at second level of possession he could move 150 gold pieces weight (maximum) and at third 300 gold pieces weight and so on. The time he may do so is a function of psionic energy.

Dimension Walking: Mastery of this ability allows the individual to move interdimensionally to arrive at a distant place in a relatively short time period. There is always a problem of losing one's way on such a journey, however, so the following table must be used to determine the actual time it takes. Base rate is one hour per 100 miles of actual distance:

	Time Alteration by Die Roll				
Level of Mastery	**1-2**	**3-5**	**6-8**	**9-11**	**12**
first	+100%	+50%	+25%	+10%	0
second-fourth	+ 100%	+25%	+10%	0	0
fifth-seventh	+ 50%	+10%	0	0	-10%
eighth & beyond	+ 25%	0	0	•10%	-50%

Astral Projection: This ability is similar to that of the spell of the same name. When astrally projecting the person with the ability can not be detected except by a few rare creatures, and his astral body is not subject to normal dangers. At the first level of mastery the possessor can move ahead only at a walking pace, at the second he can run as fast as a light horse, at the third he is able to fly as fast as a roc, and the speed thereafter doubles with each level of mastery; in addition, at the tenth level of mastery the possessor of the ability is able to project into space at the speed of light. Dangers are basically twofold: First, it is possible to meet some creature which can operate in the astral plane (demons do so. medusae and basilisks gaze into it, etc.). Secondly, the astral body is attached to the physical body by a silver cord. If this cord is broken then the body and the astral body are **dead.** There is a psychic wind which affects astrally project persons as follows:

Level of Mastery of	Chance of Psychic Wind . . .	
Astral Projection	**Blowing Away**	**Losing 1-100 Days**
first	08%	20%
second	07%	18%
third	05%	15%
fourth	04%	12%
fifth	04%	10%
sixth	02%	07%
seventh-ninth	01%	05%
tenth	—	02%

There is a basic 10% chance that a psychic wind will be blowing within 100 miles of the physical body. There is a 50% chance that a psychic wind will be blowing beyond this distance. There is a 90% chance that there will be such a wind in space.

Blowing away snaps the silver thread. Losing 1-10 days occurs when the attempt fails, and the astral body is slingshotted in, instead of out. 1-100 days will be lost through this mind wrenching disorientation. There is no psionic cost for this ability.

Molecular Rearrangement: With this ability the possessor is able to alter the molecules of metallic substances to another structure, thus transmuting them into different metals. This in effect transmutes metals, but it can be performed only once per month at a psionic point cost of 2 per gold piece weight of metal changed. The maximum weight per level of mastery is 10 gold pieces.

Molecular Manipulation: The ability to shift molecular arrangement so as to make a substance weak. With each level of mastery the possessor becomes more adept at manipulation:

Level of Mastery	Able to Manipulate the Equivalent of
first	thin cords
second	thin ropes
third	thick ropes or leather thongs
fourth	wires
fifth	light chains
sixth	heavy chains
seventh	stocks & shackles
eighth	iron bars, 1" d.
ninth	steel bars, 1" d.
tenth	thick stone walls. 2' thick, man-sized hole

Body Control: The ability to adjust the body to conform to extreme temperatures or hostile/destructive elements (poisonous fumes, water, acid): This enables the possessor to walk through fire, breathe under water, etc., for a limited duration according to the level of mastery he has. As a rule of thumb assume that the individual is able to withstand the equivalent of one die of damage from the substance or surroundings for one (ten minute) turn. Thus, he could walk through a normal fire or remain underwater for one turn, but in more hostile surroundings the time limit of exposure would be reduced accordingly. For each level of mastery the possessor gains a like time period addition, i.e. two periods at second level, three periods at third level, and so forth, accumulative. At tenth level of mastery the possessor would have 1 + 2 + 3 + 4 + 5 + 6 + 7 + 8 + 9 +10 = 55 basic time periods.

Mind Bar: This is the ability to protect the physical body and mind from possession. It can be used when the body is left behind (as in astral projection) or at other times to protect it from possession by magic jar or demons or devils. This does not work against psionic attacks, however. There is a 10% chance per level of mastery of this ability that the possessor will successfully bar his mind. After the tenth level of mastery there is a like increasing percentage chance that he will be able to locate the jar or amulet of the being attempting to possess him!

Magic-Users

Detection of Evil/Good: This ability is simply the power to detect the aura which is given off by the mind of creatures — or that left behind on objects or in areas if the aura is exceptionally strong, otherwise it does not function with regard to non-sentients. It does not use psionic strength points to detect evil or good.

Detection of Magic: Although this ability is similar in nature to other types of detection, magic operates on a different plane, so the possessor of this power must expend 1 point of psionic strength every turn he attempts to detect magic. After mastery of this ability for three levels of progression the possessor has a 10% cumulative chance of being able to determine what sort of magic is involved (not just that there are magical forces there), i.e. at the fourth level of progression he has a 20% chance of determining the basic spell nature which was or is functioning.

ESP: A power similar to the ESP spell, except that the range is twice that of the spell, i.e. 12". Note that this ability allows the possessor to "tune in" to thoughts, and it is different from receiving or transmitting thoughts telepathically.

Hypnosis: This ability is somewhat like the suggestion spell of magic-users, but it will not affect very stupid or highly intelligent creatures. For every level of mastery, the possessor is able to affect a like number of creature levels. Therefore, at the first level of possession the individual is able to affect but one level one creature, at the second level of mastery the possessor is able to af-

feet three levels (1 + 2), at the third level of mastery this jumps to six levels (1 + 2 + 3), and so on. The cost of using this ability is 1 psionic strength point for each creature level affected. If the intelligence of the creature upon whom the ability is used is between 13 and 16 a saving throw versus magic is allowed, and if it is made the power does not affect it. Post-hypnotic suggestion will have a 5% per day cumulative chance of wearing off.

Levitation: Same as fighting men ability.

Clairaudience: Same as fighting men ability.

Clairvoyance: Same as fighting men ability.

Reduction: Same as fighting men ability.

Expansion: Same as fighting men ability.

Molecular Agitation: This ability enables the possessor to cause the molecules of an item to move more rapidly than is normal. Although only a small number can be thus affected, if this agitation is continued for ten turns the following effects will be noted:

Material Type	Effect
Paper, straw	bright flames burning
dry wood	smouldering
flesh	blistering*
metal	hot to touch**

* each turn thereafter the creature will take 1 point damage, cumulative (1, 2, 3, 4, etc.) if the ability is continued to be used against him.

** thereafter becomes searing hot as the heat metal spell of druids and will cool at the same rate if the attention of the psionically endowed person leaves the item.

While the amount of material that the possessor of the ability does not appreciably increase with additional levels of mastery, the time required to reach the effects noted above decreases by one turn for every level of mastery above the first. Note the item affected must be in the view (clair-voyance included) of the psionic individual.

Telepathic Projection: This ability is quite similar to the power bestowed by a helm of telepathy. The individual with this ability is able to send telepathic messages to any person with ESP ability (whether psionic or magically empowered ESP). Additionally, the possessor of the ability is able to influence one creature level for every level of mastery of the ability. (Thus, a third level of telepathy enables the user to influence 6 creature levels, either six 1st level creatures or 1 6th level creature, or any combination of 6 levels.)

Even basically unintelligent or highly intelligent creatures can be influenced telepathically. The range of the power is 6" plus the level of the individual mastery, cumulative (1st level = +1", 2nd level = +3", 3rd level = +6". 4th level = +10", etc.). At the 10th level the range doubles. Note: A helm of telepathy doubles the power and range of the ability and gives the possessor the effect of +4 on his intelligence in addition.

Precognltion: Same as fighting men ability.

Dimension Door: This ability is exactly the same as the magical spell of the same name, except that the psionically endowed individual expends psionic strength points to accomplish the limited teleport.

Telekinesis: Same as fighting men ability.

Teleportation: This ability is exactly the same as the magical spell of the same name, except that it costs psionic energy to perform. If additional psionic energy is expended the chance of coming in too low or too high is altered proportionately; thus, if an additional 10 points are expended in teleporting the chances of either being too high or too low are reduced to 5% each. .

Astral Projection: Same as that power available to fighting men, except that spells may be used as detailed in the description of the "Astral Spell".

Etherealness: This power confers the same ability as the magical potion of etherealness. The psionic actually alters his bodily vibrations to those of a different plane. Note that until this ability has been mastered for many levels it is not possible to carry many items, for the etherial state extends only to equipment weight/encumbrance of 50 gold pieces per level of mastery. Etherial individuals are affected by the psychic wind (detailed under astral projection) as follows: There is a 1% chance that this wind will blow, and this must be checked each turn the individual is in etherial form. If it does blow the etherial individual will not be killed, but the chance for him becoming lost is **double,** but at that point there is no longer any expenditure of psionic strength points to remain etherial, for the individual is lost on the plane and will remain so for the amount of time decided by the dice roll.

Shape Alteration: This power is quite similar to the spell for polymorphing self. The possessor is able to alter his shape to nearly anything desired, but there is no corresponding gain of the characteristics of the shape assumed — nor is there a loss of the abilities of the person who has altered his shape. There is a basic cost of 5 psionic energy points to alter shape, with extreme alterations in size, mass, or molecular composition costing additionally:

Example of Extreme Alteration	**Psionic Cost**
Weight change of +/- 1,000 gold pieces weight	2 points/1,000
Change to vegetable material*	10 points
Change to mineral material* .	50 points

*the change back to animal material is correspondingly charged in psionic strength points

Clerics

Detection of Evil/Good: Same as magic-user ability.

Empathy: This ability allows the possessor to sense the basic emotions or needs of any sentient creature. That is, he can sense love, hate, hostility, friendliness, rage, fear, curiosity, uncertainty, hunger, thirst, and so on. The range of this ability is only 2" at the first level of mastery, but with each level of progression the possessor is able to extend his ability by 2", so that the third level of mastery he can empathize at 6".

Levitation: Same as fighting men ability.

Hypnosis: Same as magic-user ability.

Domination: Same as fighting men ability.

ESP: Same as magic-user ability.

Cell Adjustment: This ability enables the possessor to heal wounds or cure diseases. The psionic strength point cost to heal wounds is 2 per one point of damage. The cost to cure diseases is a base of 20 points for a minor disease, and it must be adjusted upwards from there by the referee for serious diseases or advanced cases. In addition, the number of points of damage which can be healed during a 24-hour period by the possessor of this ability is dictated by the level of mastery he has; for each level he gains a 10 point ability, so that at second level of mastery, for example, up to 20 hit points of damage can be healed (with a psionic strength point cost of 40 points, of course).

Mind over Body: Same as fighting men ability.

Body Equilibrium: Same as fighting men ability.

Animal Telepathy: This ability gives the possessor the power to communicate with sentient creatures by direct mental contact, but it does not enable him to command or otherwise influence the creature he is in communication with. This ability is affected by the level of mastery of the person endowed with the power:

Level of Mastery	Can Communicate With
first	mammals
second	avians
third	reptiles & amphibians
fourth	fish and similar creatures
fifth	insects
sixth	"monstrous" animals
seventh	plants

Molecular Rearrangement: Same as fighting men ability.

Aura Alteration: This ability is closely related to the remove curse spell, in that a curse placed upon something or someone is easily distinguished by its aura. The individual possessing this ability is able to recognize the unfavorable aura and alter it, but the cost of recognition is 1 psionic strength point per level of the curse, and the alteration can only be made at an additional cost of 5 strength points per level of the curse.

Precognition: Same as magic-user ability.

Telempathic Projection: This ability is closely related to the telepathic projection of magic-users, except that the possessor is able to send basic emotion suggestions to twice as many creature levels as telepathic messages/suggestions are able to be sent. The helm of telepathy increases the telempathic ability in the same manner it does the telepathic.

Dimension Walking: Same as fighting man ability.

Astral Projection: Same as magic-users ability.

Mass Domination: This ability enables the possessor to use the domination ability on multiple individuals. The cost in psionic strength points is the same as that used for domination, but this ability allows the possessor to exercise his dominance in a continuing manner after the initial expenditure, and continued expenditure is not necessary. Mass domination will never cause the dominated to act in a manner entirely against their collective will in any event, however. Both the number of possible levels influenced and the time which this dominance lasts depends upon the level of mastery of the individual with the ability. For each level of mastery possessed the individual is able to dominate 5 creature levels for two turns, and at the seventh level of mastery the dominance period becomes a full week, and thereafter it is extended by one additional week for each additional level of mastery. Note that extremely intelligent creatures can never be dominated, nor can those with very strong personalities be successfully dominated for any length of time.

Probability Travel: By means of this ability the possessor is able to cross into parallel worlds and enter different planes. It is extremely dangerous, however, as it closely corresponds to astral projection with the corporeal body brought along. The psychic wind affects the probability traveler as if he were projecting through space. For each probability or plane crossed 10 energy points are psionically expended. The traveler is able to commune with friendly powers, for example — or risk entrance into planes hostile to his alignment, or attempt to explore the probabilities following a course of action contemplated by him.

EXPLANATION OF SPELLS (Addition)

Clerics (Druids):

Special Note: Mistletoe is of extreme importance to all druids. Each druid must locate and gather his own mistletoe, and such mistletoe must be used whenever spells involving cures, lightning, or weather are to be cast. To be most effective the mistletoe should *be* cut with a golden sickle and caught in a bowl (preferably also of gold) before it strikes the ground. Similarly, mistletoe of the greatest efficacy is that which is cut on Midsummer's Eve. Any mistletoe which is gathered under less favorable conditions will tend to be less effective—and that gathered perfectly will possibly be more effective (careful judgment by the referee is called for herein).

1st Level

Predict Weather: With this spell the druid is able to forecast the weather in the local (2 square mile x level of druid) area with 95% accuracy unless the weather is modified by some magical means. Forecast: 12 hours.

Locate Animals: A spell similar to that used by magic-users to locate objects. It differs in that only the type of animal to be located must be known.

Detect Snares & Pits: This is the equivalent of a clerical spell to detect traps, but it can only be employed outdoors. Its duration is 1 hour + level of druid.

Detect Magic: This spell is exactly the same as the spell of the same name for magic-users.

Purify Water: A limited form of the clerical "Purify Food and Water" spell, which affects only water, but is otherwise the same.

Faerie Fire: By using this spell the caster limns the object he desires with a pale glow. This luminescense causes no damage and shows only the outlines of the object. Area coverage: 10 square feet + level of druid. Duration: 6 turns. Range: 6".

2nd Level

Produce Flame: By means of this spell the druid can cause a bright flame (about equal to the light of a small lanthorn) to spring forth from his palm. Although it will not harm him. it will ignite combustible materials touched by it. The flame can be hurled by the druid to a maximum of 3", and it will then extinguish itself (although it can combust inflammables if it strikes them). The druid can extinguish the flame at will. Duration: 2 turns X level of druid.

Locate Plants: Similar to the spell to locate animals, except that it applies strictly to vegetation.

Speak with Animals: Same as cleric spell of the same name.

Cure Light Wounds: Same as cleric spell of the same name.

Obscurement: When this spell is employed the druid causes a misty cloud of vapor to form around him. The size of the cloud covers an area equal to 100 cubic feet x level of druid. Duration: 1 turn x level of druid.

Create Water: Same as the clerical spell of this name.

Heat Metal: A spell which enables the druid to cause metal objects of ferrous nature to become progressively warm, hot, and then searing hot. The amount of metal which can be affected by this spell is a function of the level of the druid using it. For each level he has attained the druid can affect approximately 200 gold piece weight of ferrous metal. Flesh in contact with the metal

heated by this spell suffers burns and is accordingly damaged. Fire resistance negates this effect. Metal stays at the searing temperature for two turns (the first of which will blister a hand and make it unusable for 1 day or cause 1-2 points of damage to the other parts of the body, except the head which will take one point of damage and cause the person to become dizzy), the second of which will cause a hand still in contact with the metal to be severely burned and unusable for 1-3 weeks, cause an additional 2-3 points damage to a body in contact with the metal, and inflict an additional two points of damage to a head in contact with the heated metal - as well as causing the creature so affected to become unconscious for from 2-8 turns. Range: 3".

Warp Wood: By use of this spell the druid causes straight shafts (and similar objects) to become bent. The amount of wood which can be so warped is dependent upon the level of the druid, with a rough conversion of one spear shaft of 6' length or six arrow shafts per two levels the druid has attained. Note that the planks of a boat or even a ship could be affected by this spell. Range: 6". Wood warped by this spell is permanently damaged.

3rd Level

Pyrotechnics: Same as the magic-user spell of this name.

Protection from Fire: A very powerful spell which has a varying effect. If cast upon a person other than a druid it simply confers invulnerability from common fire, as well as the effects of a ring of fire resistance against magical fires. If cast upon a druid it also gives complete protection from magical fire (including fire balls, meteor swarms, Type VI demon immolation, and dragon fire), but exposure to such magical fires will immediately cancel the spell as of the next turn. Otherwise, its duration is 3 turns + level of druid.

Call Lightning: This spell is dependent upon the prevailing weather. If there is any sort of storm above (including a tornado) the druid is able to call down a ligntning bolt of 8 dice + level of the druid. Usable outdoors only. Frequency: 1 bolt per ten minutes.

Range: 36". Note: The lightning comes down in a perpendicular path, and it can strike objects in the sky as well as those upon the ground.

Cure Disease: Same as the cleric spell of the same name.

Hold Animal: Same as a hold monster spell, except that it applies to mammals, birds, reptiles, and fish of up to approximately 200 pounds body weight X level of druid (halve weight for non-mammals). Range: 6". Duration: 1 turn + level of druid.

Plant Growth: Same as the magic-user spell "Growth/Plant".

Water Breathing: Same as the magic-user spell of the same name.

Neutralize Poison: Same as the cleric spell of the same name.

4th Level

Produce Fire: When employed this spell produces a common fire with a maximum area of coverage of 10 square feet. Combustible materials touched by the fire will, naturally, catch fire. The spell can be reversed to extinguish a natural fire (including flaming oil, for example) over the same area. Range: 3". Duration: 1 turn.

Protection from Lightning: Similar to a protection from fire, by means of this spell the druid immunizes himself from all electrical attacks. Upon being struck by lightning, however, the spell is instantly negated. Duration: 6 turns + level of druid.

Speak with Plants: Same as cleric spell of the same name.

Plant Door: By means of this spell the druid is able to pass through the densest of plant growth, including the solid trunks of trees. The "door" is opened only for him (although another druid or a dryad could also follow). The druid may choose to stay within an oak upon which he has cast this spell. The "door" opens a path up to 3' wide, 6' high, and 100' long. Duration: 3 turns + level of druid.

Insect Plague: Same as the cleric spell of the same name.

Control Temperature, 10' r.: This spell allows the druid to alter the temperature within the indicated radius to vary by +/- 50 degrees (warmer or colder than surrounding temperature). Mistletoe is required. Duration: 3 turns + level of druid.

Cure Serious Wounds: Same as cleric spell of this name.

Animal Summoning I: The equivalent of the clerical "Conjure Animals" spell.

Hallucinatory Forest: When cast this spell will cause any creature (other than another druid or a magical forest creature or an ent) to absolutely believe it is actually there and act accordingly. It can be dispelled by a dispel magic spell or a reverse of the druid spell which brought it into being. The area it covers is equal to 3" square X level of druid. Range: 6" to nearest edge.

Dispel Magic: Same as magic-user spell of this name.

Sth Level

Wall of Fire: Same as magic-user spell of this name.

Control Winds: One turn after this spell is uttered the winds within a 24" range of the druid can be either calmed or increased to great force (which will drive flying creatures from the air, bend medium-sized trees, make sailing impossible except before the gale. etc.). The center of this effect moves with the druid who cast the spell. A higher level druid always is able to use a like spell to counter it with success. A druid of 11th level has a range of 32", at 12th level the range is 40", and at 13th level the range is 48". Duration: 6 turns + level of druid.

Pass Plant: By means of this spell the druid is able to travel from a tree of one sort to another of the same species within a radius of 48". Trees which can be used are: Oak (12" distance bonus), ash, yew, linden (12" penalty), elm (12" penalty), other deciduous trees (18" penalty), coniferous trees (24" penalty).

The tree must be living and of a girth approximately equal to/or greater than that of the druid concerned. If a like tree does not exist within the range then the spell fails, and on the next time period considered the druid emerges from the tree through which he intended to pass.

Hold Plant: Similar to a magic-user spell for holding monsters, except that this spell will affect only vegetable matter which is self-ambulatory or magically animated. It will, for example stop plant growth. It will affect treants. It will affect fungoid life forms. Duration: 6 turns + level of druid. Range: 3" + level of druid.

Animal Growth: Same as magic-user spell "Growth of Animals".

Commune with Nature: This spell allows the druid to commune with higher powers, much as a cleric communes. However, it must be performed outdoors, and the answers given will only be of the sort which pertain to Nature (farm and field, wood and stream and the like).

Anti-Plant Shell: This spell is very similar to the anti-magic spell of a magic-user, its difference being that it provides absolute protection from attacks by plants or similar living vegetable matter.

Transmute Rock to Mud: Same as the magic-user spell.

Turn Sticks to Snakes: Same as the cleric spell of that name.

Animal Summoning II: This is a spell with twice the strength of "Animal Summoning I".

6th Level

Conjure Fire Elemental: Same as a magic-user elemental conjuring spell, except that the druid may call only a fire elemental. However, because of the relationship which druids have to fire the elemental will not turn upon the druid, regarding him as a friend of sorts. Additionally, due to this same relationship, it is possible that the druid may raise 1-3 salamanders instead of a fire elemental (1 chance in 12) or that an exceptionally large fire elemental (15-20 dice) will come to the summons (1 chance in 20).

Weather Summoning: By means of this conjuration a druid is able to cause virtually any sort of weather he desires to prevail in the area (at least a 5 mile radius). The weather called for must be commensurate with the season and the climate. Very extreme weather (torrential rain, winds of hurricane force, heat wave over normal highs by 15 or more degrees, cold in the same extreme, a blizzard, giant hail, etc.) can only be summoned by a druid of 11th or higher level. Druids may act in concert in order to summon harmonious weather sorts, i.e. very cold and a blizzard, rain and winds of great force, etc. When the weather summoned arrives it is not under the control of the druid. The delay after the conjuration is made until the weather summoned is 3 turns plus 5 - 20 turns minus the level of the druid summoning the weather. The first effects of the spell will become apparent after three turns (storm clouds on the horizon, an increase or decrease in temperature, etc.)

Transport via Plants: A spell quite similar to the pass plant spell, but by using this spell the druid is able to transfer himself from the plant at hand to any plant of a similar species which the druid has seen or heard about. If the desired destination plant is not alive, the spell fails as a pass plant spell does. If there is an error (as in teleporting) the druid goes to a different species of plant—which could be many times removed from that he desired, thus a great distance away. This spell can be used but once per day. If the druid desires he may choose to simply remain inside the plant instead of transporting from it; in this case he may remain inside for up to 24 hours, and while inside may observe everything around him with his full senses and those of the plant as well.

Anti-Animal Shell: This spell is similar to the anti-plant shell. It provides absolute protection from basic animal types (including giant animals, insects, giant insects, birds and reptiles but excluding such fantastic animals as centaurs, gorgons, and so forth). Those inside the shell are not able to attack, however, either by normal or magical means. Duration: 3 turns + level of druid.

Animal Summoning III: A spell which is a quadruple strength "Animal Summoning I" spell.

Finger of Death: The spell of the anti-cleric, but it may be used by druids only when their lives are in dire peril.

Feeblemind: Same as the magic-user spell.

Turn Wood: When this spell is cast a wall of force moves forth from the druid, and any wooden objects in its path, objects such as spear shafts, weapon hafts, bows, arrows, quarrels, shields of wood, etc., are pushed back. Any creature holding onto such items will either be dragged back also, or the wood will splinter and the pieces go back. The breadth of the wall of wood turning is 6" to either side of the druid. The force moves away from the druid at 4" per turn. Range: 2" x level of druid. Duration: 1 turn + level of druid. Note: The druid need not control the spell once it has been set in motion.

7th Level

Fire Storm: This spell creates a fire of intensity equal to a "wall of fire" in a large area. This magical conflagration will last but one turn, but all combustible material within the area affected will continue to burn thereafter. The spell can be reversed to extinguish normal fires in an area twice that of the maximum possible area of the druid's fire storm.

There is a 5% per level of the druid casting the spell chance of the reversal working to extinguish magical fires of up to the area of the possible fire storm area. Area: Minimum, 3 square inches; maximum, 3 square inches x level of druid.

Control Weather: Same as the magic-user spell of that name.

Conjure Earth Elemental: Similar to the magic-user spell for elemental conjuration except that only an earth elemental can be brought forth, and the druid need not control the elemental, as it will not turn upon him.

Animate Rock: This spell is similar to an animate any object spell of a cleric, but it affects only stone. Up to approximately 26 cubic feet of stone can be animated (2 cubic feet x level of druid). The rock will move at 2-4" per turn, the faster speeds for rock-masses which are basically of an ambulatory shape such as statues. The animated rock will probably obey the druid animating it (70% chance). Duration: 6 turns.

Reincarnation: Similar to the spell of that name used by magic-users but with a bias towards animals.

Creeping Doom: A spell which calls up a horde of small and deadly insects, myrapodia and arachnids. They appear within 1-3 turns of being called. From 100 to 1,000 come. The mass of small creatures then move forward to attack whatever they are commanded to, provided it is within 6" at the time they are instructed. They will pursue until the prey is beyond a 24" range (or until it or they are otherwise destroyed). Note: This spell is employable in non-outdoor situations as well as outdoors.

Confusion: Same as the magic-user spell.

Transmute Metal to Wood: When this spell is used upon any metal it will **permanently** change it into some type of wood (saving throws apply). The amount of metal that can be transmuted is equal to a weight of SO gold pieces times the level of the druid. Affect area 1 square inch. Range: 6"



Monsters & Treasures
The Monsters

MONSTER REFERENCE TABLE, HOSTILE & BENIGN CREATURES (Addition):

Monster Type*	Number Appearing	Armor Class	Move in Inches**	Hit Dice	% in Lair	Type or Amount of Treasure
Demons—						
Type I	***	0	12/18	8	5%	B
Type II	***	-2	6	9	10%	C
Type III	***	-4	6	10	15%	D
Type IV	***	4	9/12	7††	20%	E
Succubi	1	9	12/18	6	2%	I(X2)
Type V	***	7	12	7	10%	G
Type VI	***	2	6/15	8††	25%	F
Orcus	1	-6	9/18	12†	75%	E,F,G
Demogorgon	1	-8	15	10††	75%	B,H, I(X3)
Couatl	1-4	5	6/18	9	15%	B+I
Ki-Rin	1	-5	24/48	12	5%	E+I
Shedu	2-8	4	12/24	9+2	20%	A
Intellect Devourers	1-2	4	15	6	60%	D
Mind Flayers	1-4	5	12	8+3	50%	F
Su-Monsters	1-12	6	9	4+2	40%	C
Brain Moles	1-3	—	1	—	—	—
Cerebral Parasites	3-12	—	—	—	—	—
Thought Eaters	1-3	(9)	6	(3)	—	—

*see following paragraphs regarding monsters
**number after slash is flying speed
***if in lair there will be from 1-6 of the same type of demon on a roll of under 76%, from 1-6 mixed demons on a 76%-00% (die 1-6 for type, no succubi, Orcus. or Demogorgon); if not in lair then number appearing is 1-3.
†can hop double distance every other turn
( ) can be attacked only by ethereal creatures

†† — 10 sided die
‡— 12 sided die
‡‡ — 20 sided die

MONSTER DESCRIPTIONS (Additions and Corrections):

TRITONS: Tritons have psionic abilities of magic-user type. There is a chance that 1 in 10 will have the ability and if there are 100 tritons 1 will absolutely have abilities. If abilities are present roll a 12-sided die to determine the number of them, and then randomly select them according to the guidelines for psionic selection. Attack and defense modes are subject to the number of psionic abilities present in the individual triton. Mind blast is not possible.

TITANS: Titans are 60% magic resistant. Their protection from magic spell is also of twice normal strength. Titans normally will be able to converse with all types of giants, and they deal with storm giants on very friendly terms. Psionics attacks have no effect on Titans. Titans also

have some psionic abilities. Roll three 6-sided dice for the number possessed. Psionic powers possessed by titans are of the type possible to clerics. Psionic potential of the titan is 100 plus the score rolled with percentile dice. Mind blast is not possible.

LICHES: Liches may possess psionic powers. Assume any lich had a base intelligence of sufficient merit to make psionic ability possible. Check percentile score normally, and if it is over 90 the lich has abilities. Check potential in the standard fashion. Abilities are base 6 plus 2-12, magic-user powers. Attack and defense modes are standard.

COCKATRICES: The cockatrice extends into the ethereal and astral planes, so its touch can affect creatures therein as well. Note that this will kill an astrally projected person and turn the ethereal person to ethereal stone which cannot be seen except by those creatures able to see the ethereal.

BASILISKS: The gaze of the basilisk functions as does the touch of the cockatrice detailed above.

MEDUSAE: As per basilisks above.

GORGONS: The gorgon extends into the astral and ethereal planes as does the cockatrice, so its breath has effects therein (as detailed above).



CATOBLEPAS: The gaze of these monsters penetrates both the astral plane and the ethereal state, as well as the physical.

INVISIBLE STALKERS: These monsters move about on the astral and ethereal planes, although those individuals therein are able to see the invisible stalkers dimly so they are more easily struck.

GREY OOZE: This creature type has a dim intelligence, and in exceptionally large individuals intelligence of a sort is probably well developed. Furthermore, these exceptional individuals have a latent psionic ability, and if psionic powers are used within 6" of them they will prepare a psychic crush of from 21 to 121 psionic strength attack points and direct it at any individual within range who uses psionic abilities. Grey ooze with this ability is no more frequent than 1 in 10. and even 1 in 20 is not too infrequent. After loosing its psionic attack the grey ooze is psionically helpless for several hours; however, it cannot then be psionically attacked.

YELLOW MOLD: When formed into great colonies this growth will form a collective intelligence about 1 time in 6. If this should happen the yellow mold will be aware mentally and psionically. It will attack by spore cloud if it senses the presence of other life forms (range of sensing will vary from 10' to 60') or psionically if such abilities are used within from 20' to 120' (random determination of sensing range). If it attacks psionically, it will await the approach of the life form and then loose an attack which is equal to the most powerful form of id insinuation. It cannot be counter-attacked psionically unless a cleric who has the power to telepathically communicate with plants is on hand, for he will be needed to channel such attacks into a form which will affect the vegetable intelligence of the mold colony. Otherwise, the yellow mold must be physically attacked and destroyed. The colony has sufficient power to make from 1 to 10 psionic attacks within as many turns, and after resting for 1-4 days it will thereafter be able to again attack in this manner.

DEMONS: Each type of demon, as well as the Demon Princes such as Orcus and Demogorgon have many extraordinary characteristics, and those which are not common to all the ilk are dealt with in separate paragraphs accordingly. Demons all have the following characteristics in common: Infravision; the ability to teleport (no chance of error); cause darkness (in varying degree of effectiveness); and open a "gate" (varying degree of success according to type).

Demons are chaotic and evil; the smarter and stronger rule those of their kind who are weaker and less intelligent. The less intelligent will attack without question and fight until slain. Demons of type V and above are not actually slain when their material form is killed in combat; their material form being removed from their use, the demon in question is thereby forced back to the plane from whence it originally came, there to remain until a century has passed or until another aids it to go forth once again.

Demons will never willingly serve anyone or anything. If forced to serve through magic or threat they will continually seek a way to slay their master/captor. Those to whom demons show a liking are typically carried off to the demons' plane to become a slave (although a favored one).

Demons frequently roam the astral plane. Their attention is also attracted by persons in an ethereal state. Check normally for wandering monsters, assuming a 10% chance of a demon appearing if a wandering monster is indicated.

If the name of a particularly powerful demon is spoken there is a chance that he will hear and turn his attention to the speaker. A base 5% chance is recommended to the referee. Unless prepared to avoid such attention—or to control the demon—the demon will thereupon immediately kill by whatever means are most expeditious the one pronouncing his name.



TYPE I

Demon roles must be played carefully, cleverly, and forcefully by referees incorporating these fearsome beings into their campaigns!

Type I: These are amongst the weakest of their kind, and they resemble somewhat a cross between a human and a vulture. Their magic resistance is only 50%. Strength is standard. Intelligence is fair. They may be struck with normal missiles and by normal weapons. Darkness caused by them is the typical 5' radius sort. In addition these demons have the ability to do any one of the following, one at a time, at will: Detect invisible objects, telekinese 2,000 gold piece weight, gate in another Type I demon (10% chance of success).

Type II: The next most common type of demon, these foul creatures are a foot shorter than the tall Type I sort, looking somewhat like a gross toad with human arms in place of forelegs. Magic resistance is 55%, and intelligence is only fair. These demons can be struck by normal weapons or missiles. The darkness they cause at will is of the variety which covers a 15' radius. These sorts of additional abilities can be performed by these demons, one at a time, at will: Cause fear (as a fear wand), levitate (as an 8th level magic-user), detect invisible objects, telekinese 3,000 gold piece weight, gate in another Type II demon (20% chance of success).



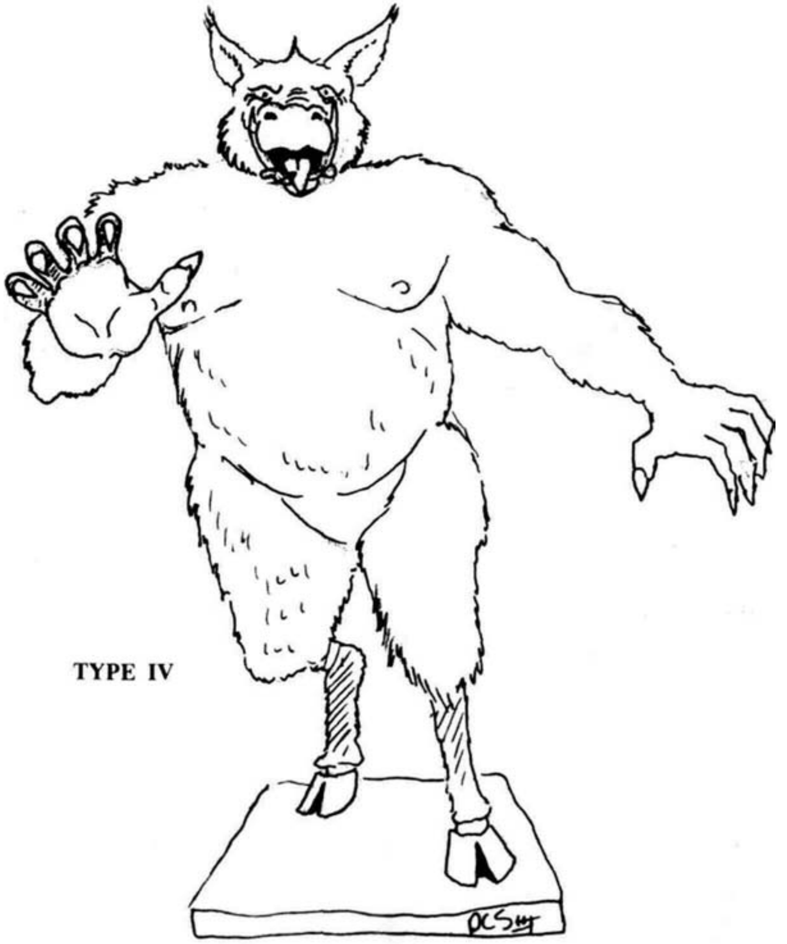
TYPE II



TYPE III

Type III: Towering to well over nine feet in height, this not unusual kind of demon has a ghastly appearance, being broad and strong-looking, covered with a wrinkled hide, with a head much like a goat-horned dog, pincers instead of normal hands, and a small pair of human arms protruding from its chest. Magic resistance is 60%. Intelligence is medial for demons. Normal attacks will affect this demon type. It causes darkness in a 10' radius when it so wills. Additional abilities, any one of which can be performed at will, are: Fear (as a fear wand), levitate (as a 10th level magic-user), cause pyrotechnics, polymorph itself, telekinese 4,000 gold piece weight, gate in another demon of types I-IV (roll for which type) (30% chance of success).

Type IV: These demons combine the worst features of an ape and a boar, and their small wings appear unable to bear their ponderous ten foot tall bodies. Unlike lower sorts of demons, Type IV can be hit only by weapons and missiles of the magical sort. Resistance to magic, however is 65%, and intelligence is high. Much as a Type III, these demons cause darkness in a 10' radius at will. They have these other abilities which can be employed one per turn: Create an illusion (similar to that from an illusion wand), cause fear (as a fear wand), levitate (as a 12th level magic-user), detect magic, read languages, dispel magic, polymorph themselves, telekinese 5,000 gold piece weight, project an image, use a symbol of **fear** or **discord,** and gate in a demon of types 1-6 (dice for which sort) (60% chance).



TYPE IV



Succubus

Succubi: These female demons are usually not found in numbers, for they prefer to act alone. A Succubus in its natural form appears very much like a tall and very beautiful human female—although the bat-like wings immediately give the observer its true character. Magic resistance is 70%, and intelligence is medial for demonkind. Succubi cannot be harmed by any sort of normal weaponry. A Succubi can cause darkness in a 5' radius. The kiss of the Succubus drains the victim of one energy level, and all Succubi are able to perform any one of the following feats at will: Become ethereal (as if using the oil of that name), charm person, ESP, clairaudience, suggestion (as the spell), shape change (to any humanoid form of approximately their own height and weight only), or gate in a Type IV (70% chance), Type VI (25%), or one of the Princes (5% chance) — there is only a 40% chance of such a gate opening, however.

Type V: Another of the female demons with a multiarmed female torso atop the body of a great snake, they are taller than a large man and far more terrible. Their six arms are all able to use weapons. These demons are 80% magic resistant, cannot be hit by non-magical weaponry, and their intelligence is high. When desiring to do so, they cause darkness in a 5' radius. Other extraordinary abilities, any one of which can be performed as desired are: Charm person, levitate (as an 11th level magic-user), read languages, detect invisible objects, cause pyrotechnics, polymorph self, project image, and gate in a Type I (30% chance), Type II (25% chance), Type III (15% chance), Type IV (15% chance), Type VI (10% chance), or one of the Princes (5%); but the chance of successfully opening such a gate is a mere 50%.

Type VI: These demons loom a full 12' tall, and they are highly intelligent. They spread darkness in a 10' radius at will. These demons cannot be harmed by normal weaponry and (as previously detailed) are 75% resistant to magic. Their other singular abilities are: Cause fear (as a fear wand), detect magic, read magic, read languages, detect invisible objects, cause pyrotechnics, dispel magic, suggestion, telekinese 6,000 gold piece weight, use a symbol of **fear, discord, deep**



TYPE V

Demon Princes: There are several Princes, but only two of the greatest of these exceptional demon lords are described here:

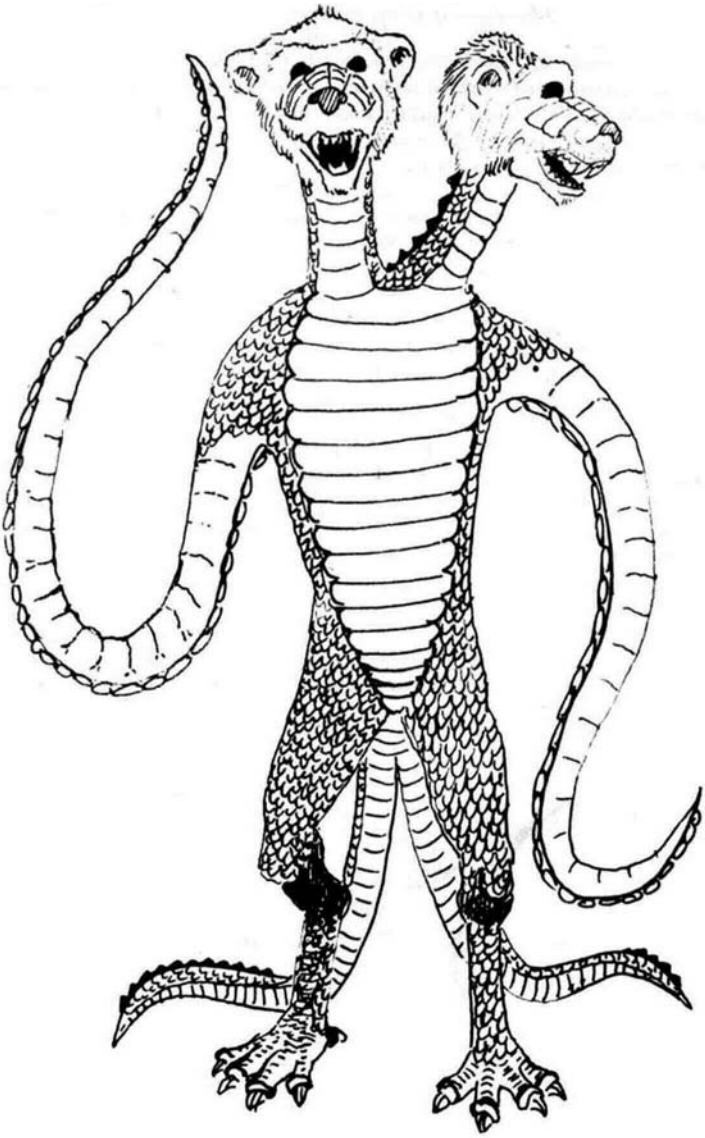
ORCUS: Orcus is a grossly fat demon lord, some 15' tall. His huge body is covered with goatish hair, and his head is goat-like although his horns are similar to those of a ram. His great legs are also goat-like, but his arms are human. Vast bat wings sprout from his back, and his long, snaky tail is tipped with a poisonous head. He is exceptionally intelligent, has an 85% resistance to magic, and can be harmed only by weapons of +3 or greater enchantment. Orcus can, at will, use any one of the following powers: Cast continual darkness, charm person, create illusion (as a wand of that kind), cause fear (as a fear wand), detect magic, read magic, read languages, detect invisible objects, ESP, cause pyrotechnics, dispel magic, clairvoy, use clairaudience, cast a 12-die lightning bolt, suggest, polymorph self, create a wall of fire, telekinese 12,000 gold piece weight, animate dead (as a 19th level magic-user), cast a feeblemind spell once per day. project image, use any one of the symbols once per day each, polymorph any object, shape change, time stop once per day, and has an 80% chance of gating in any demon of Types I-IV (but only a 50% chance of gating a Type V or VI and will **never** call upon another Prince). Orcus can speak with the dead (as 20th level cleric).

Orcus furthermore is able to summon certain of the undead, for he is **their** Prince. If random calling is desired by the referee the following chart is suggested:

1 — 3-24 wights
2 —3-18 wraiths
3 — 3-12 spectres
4 — 2-8 vampires

Finally, Orcus holds the wand of death (Orcus' Wand) which is a rod of obsidian topped by a skull. This instrument causes death (or annihilation) to any creature, save those of like status (other Princes, High Devils, Saints, Godlings, etc.), merely by touching their flesh. Other powers of this device are mentioned hereafter in the section dealing with artifacts.





Demogorgon

DEMOGORGON: It is contended by some that this demon lord is supreme, and in any event he is awesome in his power. This gigantic demon is 18' tall and reptilian. His skin is plated with snake-like scales, his body and legs are those of a giant lizard, his twin necks resemble snakes, and his thick tail is forked. Demogorgon has two heads which bear the visages of evil baboons or perhaps mandrills. Rather than having arms, he has great tentacles. His appearance testifies to his command of cold-blooded things such as serpents, reptiles, and octopi. Demogorgon is highly intelligent; he is susceptible only to magical weapons of +2 or greater enchantment; he is 95% magic resistant. Whenever desiring to do so, Demogorgon uses any one of the following powers: Cast continual darkness, charm person, create illusion (as an illusion wand), cause fear (as a wand of that ilk), levitate (as a 16 level magic-user), detect magic, read magic, read languages, detect invisible objects, ESP, dispel magic, clairvoy, use clairaudience, suggest, water breathe, polymorph self, wall of ice. charm monster, telekinese 7,000 gold piece weight with each of his two heads (or with but one), cast a feeblemind spell once per day, project an image, use power word **stun** once per day, use any symbol once per day, polymorph any object, shape change, time stop once per day. turn sticks to snakes, and gate in other demons exactly as does Orcus, except that Demogorgon has an 85% chance of successfully attempting this feat.

Demogorgon also possesses great powers in his two heads. Should he fix the gaze of both upon his enemies he is able to hypnotize. This hypnosis will affect from 10-100 creatures of 1 to 3 hit dice, from 5 to 40 with 4 to 6 hit dice, from 3 to 24 with 7 to 9 hit dice, 2 to 12 with 10 to 12 hit dice, and from 1-4 with 13 or more hit dice. Those over 15 hit dice save versus magic, all others are automatically hypnotized. This hypnosis is of the mass sort in that the victims are only under its influence for 1 turn, but during this time will follow most instructions absolutely (self-destruction would **not** be heeded), and for from 1 to 6 turns afterwards will tend to believe or carry out the residual of the hypnosis.

Demogorgon's left head has a gaze which has the effect of a rod of beguiling, and the gaze of his right head causes insanity for from 1 to 6 turns. When used independently in this manner the potential victim or victims save versus magic to determine whether or not they avoid the eyes.

Demogorgon is able to lash his forked tail, striking with it as a whip-like weapon. Its touch causes energy drain from one to four levels, the tail striking as a flail for hit determination. His tentacles also strike as flails, and their touch **rots** that part of the body it contacts — a limb becomes useless in 6 melee rounds and drops off in another six; the body sustains damage which permanently removes 25% of the person's hit points in 6 melee rounds, cumulative per hit. A cure disease made within the 6 melee round limit will save the member so that it will heal in 1 to 4 weeks, and body hits will be restored entirely with the cure if made within the 6 melee rounds after the hit.

Demons' Amulets:
Demon Princes maintain their vital essences in small containers — their souls, so to speak, are thus at once protected and yet vulnerable if some enterprising character should gain the amulet. Demons' amulets cannot be detected as such by any magical means, and they do not otherwise appear unusual in any way. The device need **not** be with the most powerful Princes, although the lesser demon lords typically need to carry theirs on or near their persons. Possession of an amulet gives the possessor power over the demon to whom it "belongs" for the space of, for example, one adventure, and never more than a day (24 hours). The amulet must then be returned to the demon — or it can be destroyed and thus condemn the Prince to abyssment for a year (and he may return thereafter only if summoned). Use of an amulet is very, very dangerous. Possession of one will double chances of calling the attention of another demon, and any demon not controlled by the device will immediately attack the person possessing such an amulet. If the amulet leaves the hand of the one commanding the demon to whom it belongs, that demon attacks him in its most effective fashion immediately, attempting his utmost to slay and then carry all that remains to his own domain, i.e. that character is lost and gone forever. On the positive side, however, if the wielder of the amulet carefully repays the demon for aid rendered, adds a considerable sum for having the temerity to dare to command the demon in the first place, and then carefully restores the amulet to the demon, the Prince **might** not bear him a grudge forever afterwards and seek to hunt him out whenever possible.

Demonic Psionic Abilities:

Demon	Psionic Attack Strength	Attack Modes	Defense Modes
Type I	Nil	—	—
Type II	100	E	F, G
Type III	100	E	F
Type III	150	A, C, E	F, G, H
Succubi	200	D	G, I
Type V	130	A, E	F, G, H
Type VI	180	A, B, C, E	F,G,H
Orcus	350	All	All
Demogorgon	150/head	All	All

COUATL: These winged, feathered serpents are rarely found anywhere except in warm, jungle-like regions or flying through the ether. Due to their exceptional intelligence and powers they are regarded with awe by the inhabitants of their homelands, and they are regarded as divine. Couatl rarely interfere in human affairs. Magic resistance of these creatures is standard. They are able to polymorph themselves and they use magic — as a 5th level magic-user and/or 7th level cleric. They are psionically aware and have from 9 to 16 clerical abilities with commensurate attack and defense modes. Psychic potential is 60 to 110. Couatl speak several human languages and most serpent and avian languages as well. They are lawful by alignment, with neutral behavior tendencies.

KI-RIN: The hooves of the Ki-Rin rarely touch the surface of the earth, for this aerial creature prefers to dwell amongst the clouds, and it is there that he makes his solitary lair. At times they travel astrally or ethereally. Ki-Rin are of the highest intelligence and completely lawful (and good). A Ki-Rin somewhat resembles a cloudy horse. Although they are aloof from human affairs, they will sometimes intervene if properly abjured. They are resistant to all magic under the 12th level, and 90% resistant to magic above that level. Ki-Rin are able to use magic as an 18th level magic-user and all psionic abilities of the magic-user kind. In addition they have powers equal to a double strength djinn, and all magic involving air and things of the sky is of twice normal strength. Their psychic potential ranges from 110 to 180. The Ki-Rin are able to converse with almost any other creature.

SHEDU: Shedu are somewhat similar in appearance to lammasu. being human-headed winged creatures with bull-like bodies. They are quite intelligent, and like their cousins are basically lawful (and good). Also like their cousins the lammasu, shedu watch over and protect those of mankind who serve law. Although they are not magical, shedu are highly psionic and are able to perform from 11 to 18 of the psionic abilities of clerical nature, with attack and defense modes according to their abilities. Psychic potential varies from 55 to 90. They speak all human tongues but prefer to communicate telepathically. They can travel ethereally or astrally.

INTELLECT DEVOURERS: These chaotic and evil monsters are fairly intelligent and highly malign with regard to sentient life. Their awareness extends to the astral and ethereal planes. The appearance of an intellect devourer is frightening in itself, for they have no apparent head, being merely a ball-like body of sooty black poised upon four legs. They are able to hide in shadow as well as a 10th level thief and their preferred abode is deep beneath the ground or in a dark and dismal place outdoors. Although they are able to attack with their great claws, their primary offensive means is psionic, for they subsist on the psychic energy of their prey — whether gained from the dying shriek or by more subtle means. If psionic energy (from abilities or magical means) is in use nearby (6") they will stalk the user, seeking a time to attack him alone and by surprise. The monster then leaps upon his victim, tearing with his claws and psionically attacking with ego flail or id insinuation. If psionically successful the 'devourer will then house itself within the mindless body, seeking to deceive others by assuming the character of the person it has slain. The intellect devourer will then seek opportunities to attack and devour others. Normal weapons and most spells have no effect upon these monsters. Magical weapons +3 or more cause 1 point of damage upon them when they hit. Bright light will drive them off. and a protection from evil will keep them at a distance. Fire balls serve only as a bright light, but lightning bolts will cause them pain and some small damage (1 point per die of light-

ning bolt strength). A death spell has a 25% chance of success, and a power word-kill will slay them. Of course, they can be psionically attacked, and their psionic strength of 200 total makes this not too difficult. However, if seriously threatened they will seek to flee and save themselves. Intellect devourers often roan the astral and ethereal planes. They are able to speak any human language.

MIND FLAYERS: These are super-intelligent, man-shaped creatures of great (and lawful) evil. Their heads most resemble a small octopus, with four tentacles which are used to strike their prey. If a tentacle hits it penetrates to the brain where it quickly curls around it and draws it forth for food. It requires from one to four turns for the tentacle to reach the brain, and as soon as it reaches the brain the victim is dead. The mind flayer will immediately retreat if an encounter is going against it. Although non-magical, these monsters are 90% magic resistant. They are psionically endowed, however, having from 5-8 abilities. Their only attack form psionically is the **mind blast,** with a 6" directional range and a 5' radius; all within this radius are affected by the attack. Mind flayers have several defense modes (1-4), and a total psionic strength of 241-340. They speak only their own arcane language and several other strange tongues purportedly those of terrible races which inhabit regions far beneath the ground.

SU-MONSTERS: These evil and chaotic things are found both underground and outdoors. Their bodies somewhat resemble a wasp-waisted, great chested hound. Their heads appear much like gorillas'. All four feet are prehensile and armed with long and extremely sharp nails as well. Su-monsters are at home upright or hanging upside down — the latter being one of their favorite methods of lurking for prey. If more than four are encountered it is likely that the group will be a male, female, and young (determine growth state by rolling a 20-sided die for maturity, using 10% increment, and treating 10% as 20% and 100% as 30%). The female will fight at double value for six turns if the young are attacked, and the male will fight at double value for four turns if the female is attacked. Su-monsters have a latent psionic ability which enables them to deliver some form of psionic attack once (per day) if psionic activity is being used near (within 12" of them). Determine attack form by rolling a 6-sided die: 1-2 = psychic crush, 2-4 = psionic blast, 5-6 = mind thrust. Psionic defense is not necessary as the Su-monster is not itself subject to psionic attack.

BRAIN MOLES: These small, rodent-like creatures inhabit most places above and below ground. They are attracted by psionic activity (including that of a magical sort). If they come within 3" of a person exercising such activity they will seek to feed upon this energy by psionically burrowing; this has the effect of a mind thrust of 121 point strength upon psionics, and it has a 20% chance per turn of burrowing of causing insanity in non-psionics using psionic-related spells or items of magical nature. The only way to escape the attack is to kill the brain mole or to escape from its range.

CEREBRAL PARASITES: These creatures are not visible to the human eye and can only be detected psionically by means of careful examination of a person's aura. They can be removed similarly as a disease. If a psionically endowed creature comes within 1" of cerebral parasites they will attack him, but the attack will be completely unnoted. These creatures can become ethereal or astral. Thereafter, whenever psionic abilities, including attacks/defenses, are used, the parasites will drain additional psionic energy to feed upon. Each parasite will drain one energy point. Furthermore, after one has fed upon six psionic energy points it will reproduce another parasite, and thereafter continue to drain energy, as will its offspring. They cannot be psionically attacked.

THOUGHT EATERS: These monsters are basically unintelligent dwellers in the ether. Their senses, however, extend into the physical plane, and any psionic or psionic-related energy use in either area will attract their attention (range of ability or magic equals attraction range). The thought eater appears to be something like a sickly grey, skeletal-bodied, enormous headed platypus to those who are able to observe it. Its webbed paws allow it to swim through the ether. It can be attacked only by ethereal creatures. Its only desire is to feed on the mental energy of prey it is attracted to, and if it comes within 6" of any creature in the ethereal or physical planes it will be able to absorb any psionic or spell energy they attempt to use; at a range of 1" the thought eater is able to begin feeding on the actual thoughts of even non-psionic creatures. Each

thought eater is able to consume from 101-200 psionic energy points before becoming sated. Convert magical energy to psionic points on a basis of 5 points per spell level, and actual thought consumption converts to 1 intelligence point equalling 10 psionic energy points. Note that if it feeds on thoughts the creature loses intelligence **permanently.** At intelligence 0 the creature is dead. 1 equals mindlessness. 2 idiocy. 3 imbecility, and an intelligence of 4 is equivalent to a low grade moron. Mental defenses, including "mind blank" spell, and magical devices against psionic and psionic-related powers thwart attacks of these horrid things.

The Treasures

This section is devoted to a number of Artifacts and Relics of tremendous power. It is set up so that only the Dungeonmaster will know what these items can actually do, the players will only have "rumors" to go on. Each item is described and a list of "suggested" powers is given, but in the back of this section is a series of tables which the referee can use to change the powers that are "suggested" under each artifact. The Dungeonmaster should feel free to add new items to the tables or to change them, but he should be careful to make sure that new or changed items are placed on the appropriate table.

The abilities of all artifacts and relics must be determined by trial and error, by the players, and usually their effects are permanent and irreversible (due to the extreme strength of the magic used to create them). It is both unlawful and evil to give a relic to a non-player character because there may be danger involved. Non-player characters who **are** given artifacts to try out will, upon learning how to use them, attempt to dominate or destroy their masters/employers.

All artifacts and relics are one-of-a-kind. It is usually **very** difficult to destroy them (after all most of them have been around for thousands of years), and any one who attempts to take apart an artifact for any reasons usually dies as a result. The owners of artifacts eventually become greedy, possessive and secretive, first solely in respect to the treasured item, then with regard to **all** possessions.

THE INVULNERABLE COAT OF ARN

This relic of a bygone age is a shining coat of chainmail. It covers the chest and abdomen and will fit any humanoid-type regardless of size. It renders the areas protected completely invulnerable to physical attacks, protects the wearer from spells like +5 armor, from fire like a ring of fire resistance and from the effects of acid, cold and disease totally. It also has two powers from TABLE I. one from TABLE IV, and one from TABLE III.

Suggested powers: Actual powers:

TABLE I: IJ, IP
TABLE III: III D
TABLE IV: IV G

THE MACE OF CUTHBERT

The Mace of Cuthbert is a very holy relic of the times of St. Cuthbert. Usable only by good clerics, its power is largely unknown (+5 to hit and damage!) and it is hard to use. It has Two powers from TABLE I, two from TABLE II, and one from TABLE IV.

Suggested powers: Actual powers:
TABLE I: JIA, IX
TABLE II: IIM, IIV
TABLE IV: IVI

THE SWORD OF KAS

Another item connected with the legend of the lich Vecna is the Sword of Kas, his onetime bodyguard. This sword is said to have a thin, grey blade of some metallic substance. Its powers are only dimly hinted at by legend, but Kas was said to be the mightiest swordsman of his age.

The Sword has +3 bonus, +5 vs. undead, demons and godlings, and an Intelligence of 18 and ego of 18. It also has one extraordinary power that is normally available to swords. It is evil, and if possible, it will control any fighter who picks it up and turn him evil. Additionally, it has One power from TABLE I, two from TABLE II, and one from TABLE IV and one from TABLE V. This sword will, of course, attempt to dominate its owner.

Suggested powers: Actual powers:
TABLE I: IR
TABLE II: IIS, IIG
TABLE IV: IVA
TABLE V: VM

Plus the normal die rolls for powers of swords.

THE AXE OF THE DWARVISH LORDS

This axe was forged from the heart of a volcano by a dwarvish king long forgotten. It passed from father to son until it disappeared in battle over a thousand years ago. Since then it has been rumored to have appeared in various places around the world. The axe has all of the fighting qualities of a sword of sharpness. In addition it confers on its user all of the natural abilities of dwarves, i.e., infravisions. the ability to detect sloping passages, traps and new construction. After prolonged use it tends to make its user resemble a dwarf; he becomes shorter, stockier and grows a profuse beard. Also it has One power from TABLE II. one from TABLE III, one from TABLE IV, and one from TABLE V.

Suggested powers: Actual powers:
TABLE II: IIO
TABLE III: IIIC
TABLE IV: IVK
TABLE V: VC

THE WAND OF ORCUS

The Wand of Orcus is a rod of obsidian topped by a skull. When used by any other than Orcus himself, the wand has a 50% chance of annihilating any creature, except types such as Princes, High Devils, Saints, Godlings, etc., merely by touch, but subjects the user to one of the effects from TABLE III each time this is tried. In addition, the wand confers on its user three powers for TABLE I.

Suggested Powers: Actual powers:

TABLE I: IP, IU, IW

TABLE III: IIG

THE ROD OF SEVEN PARTS

The seven parts of this rod are scattered in various places around the world. When the first part (the smallest) is found, it appears as a small wand, but it does nothing and has no powers. It will, however, lead its user in the **direction** of the second part of the rod, if the user wishes to try to find it. If and when the second part of the rod is found, it must be connected to the first part until the third part is found. If the parts are not found in order, the out-of-order parts will randomly teleport away from the user. From then on, until the last part is found and assembled, the user may not let go of the rod (unless, of course, he dies). The first two parts of the rod, when assembled, have the effect of one power from TABLE III (a mild one), and leads the user to the third part. When found and assembled, the third part stops the second part from having any further effect, gives the user one of the powers from TABLE I, and leads the user to the fourth part. The addition of each new piece gives the rod only the power of the new piece. The fourth piece gives the rod one power from TABLE IV, and leads the user to the fifth piece. The fifth piece has a power from TABLE II and leads the user to the sixth piece. The sixth piece has a power from TABLE III (a very strong one) and leads the user to the seventh piece. The seventh has one power from TABLE V. Once the assembly process has begun, the rod cannot be disassembled by the user, but once it is completely assembled, there is a 5% chance each time it is used that all the pieces will separate and must be assembled in the proper order (and with the effect of each piece) again.

Suggested Powers; Actual Powers:

PART 2 -
TABLE III: IIII

PART 3 -
TABLE I: IP

PART 4 —
TABLE IV: IVH

PART 5-
TABLE II: UN

PART 6 —
TABLE: IIIC

PART 7 —
TABLE: VJ

THE CODEX OF THE INFINITE PLANES

Long ago the wizard-cleric who ruled the Isles of Woe lost in the Lake of Unknown Depths used this work to gain knowledge of great power. It is told that this arcane wisdom is what eventually wrought the downfall of the mage-priest and caused the waters to swallow his domain. In any event, the Codex of the Infinite Planes somehow survived the cataclysm, for the Wizard Tzoonk, before his disappearance recorded the following:

"... and thereupon the voice belled forth in tones of hollow iron and spoke of the Coming of the City of the Gods. Such future events interested me not, no I gave the command: 'Answer in th .. .' (here the fragment becomes entirely illegible) ... so knowing both the secret and the spell which would unlock the Way to this horde of the Demon Prince Nql . . . (another break in the writing unfortunately occurs here). . . gathered the nine as required and proceeded forth. With me in addition were the dyoph servants necessary to transport the Code, for I would not leave it behind on even so perilous a journey as this." (Here the entire fragment ends.)

From this, and vague rumors, it would seem that the Codex is of unusually large size for even so magical a tome as it is, and that it is difficult to transport. To open the book is to court instant death and total annihilation, for it is 99% certain to destroy those who dare to seek instant mastery of its contents. If any person under 10th level dare to even touch its cover it will slay him just as surely. The Codex has three powers from TABLE I, one from TABLE II, one from TABLE HI, one from TABLE IV and two from TABLE V.

Suggested powers:		Actual powers:
TABLE I:	IM. IZ, IG	
TABLE II:	MR	
TABLE III:	IIIM	
TABLE IV:	IVK	
TABLE V:	VF, VG	

THE HAND OF VECNA

The Hand of Vecna appears to be a dried, shriveled and blackened hand, such as could have been caused by having been burned. The hand (and it is also rumored in dark passageways, an eye) is the sole remains of an ancient lich who was so powerful that he was able to imbue his hand with wondrous/horrible powers and to enable it to survive even after his long-undead body had teased to exist.

If the hand is pressed against the stump of an arm, the "wearer" is able to use its various powers, although he must determine them by trial and error. The hand causes the user to become totally evil, but even a "detect evil" spell will not reveal this. Once the hand is pressed to the stump of an arm. it affixes itself to the arm, and can only be removed under certain conditions. Until one of the "primary powers" (listed below) is used, the hand may be removed at will (of course, the user is still minus his normal hand). With each use of a "primary power," the chance of removing the hand is reduced from 100% by 10%. After ten uses, the hand can **never** be removed. Secondary powers may be used as often as desired, without the drastic effects of use of primary powers. Each time a primary power is used successfully, the user is subject to one of the penalties listed in Table III of the ARTIFACTS & RELICS TABLES. NONE OF THE EFFECTS OF THE HAND MAY BE ALTERED IN ANY WAY. EVEN WISHES OR ACTS OF THE GODS ARE USELESS IN THIS REGARD.

The secondary powers include one from TABLE IV and four from TABLE I.

The "primary powers" are used by extending the fingers of the hand in different combinations. Use about sixteen combinations (i.e.. clenched fist, index finger extended, all fingers extended, etc.) and have about six do nothing. Use ten powers from TABLE II and one from TABLE V. Also, the touch of the Hand of Vecna has the effect of one power from TABLE II.

Once again, nothing may alter the effect of the hand on the user!

Suggested powers: Actual powers:

TABLE I: IA IO IL IV
TABLE II: IIB IID IIJ IIK, IIO, IIR. IIT, II, IIV, IIX, IIY
TABLE III: IIIM
TABLEIV:IVJ
TABLE V: VK

THE EYE OF VECNA

It is also said, but not in the hearing of strangers, that when the mighty lien, Vecna, finally met his doom, that one of his eyes survived along with his hand. The eye may or may not have originally belonged to Vecna, as it is said to glitter much in the same manner as the eye of a feline. If the eye is pressed in the empty socket of a human's head, it grafts itself to the head of the user and gives him remarkable powers!

Once placed, the eye cannot be removed, and it turns the user unalterably chaotic. The eye has three "secondary powers" from TABLE I and one from TABLE II, which can be used with no adverse effect on the user. However, the eye has one "primary power" from TABLE V which, when used, causes the user to suffer the effects of one of the powers from TABLE III.

THE EFFECTS OF THE EYE ON THE USER MAY NOT BE ALTERED IN ANY MANNER, EVEN BY WISHES.

Suggested powers: Actual powers:

TABLE I: ID, IN, IR
TABLE II: IIL
TABLE HI: IIS
TABLE V: VC

BABA YAGA'S HUT

Somewhere there reportedly exists this relic of the greatest wizardress of all time. Baba Yaga. Her hut is a smallish-appearing hovel, about 10'-15' in diameter, and it stands on but two strange stilts. The interior of this hut, however, is ten times the outer diameter, it is filled with rich furnishings and minor magical items, and its walls are equal to stone five feet thick. Furthermore, the stilts it stands upon are actually gigantic bird-like legs which can carry the hut over any sort of terrain — 36"/turn in wet places. 24"/turn on normal terrain. 12"/turn through forests, over rough and rocky ground or up or down mountainous land. The legs of the hut are able to deliver mighty blows to any intruder rash enough to come near without invitation. Each melee round the hut's legs are able to strike once, with a 30% hit probability, doing from 3-24 points of damage. The Hut also has one power from TABLE IV.

Suggested powers: Actual powers:

TABLE IV: IV H

IRON FLASK OF TUERNY THE MERCILESS

This heavy metal urn is small enough to *be* carried easily despite its weight. It is closed with a turnip-shaped stopper covered with mighty runes, for it contains the Groaning Spirit. This is either a devil or demon of some small power, and it can be loosed and sent forth to perform evil errands. The one who possesses this artifact must know the word of opening the stopper; the spell which commands the slave of the flask, and the word of closure which insures that the creature cannot escape until called forth. This artifact has one power from TABLE V, one from TABLE IV. and two from TABLE II.

Suggested powers: Actual powers:

TABLE II: IIO, IIQ
TABLE IV: IVL
TABLE V: VK

QUEEN EHLISSA'S MARVELOUS NIGHTINGALE

This bejewelled songbird seems to actually spring to life when its mechanism is activated. The creature is held within a fine mesh of golden wires, much like the cage of a real bird, and when set in motion the nightingale opens its glittering wings, hops to the highest perch in the cage and performs. It is rumored that the eyes of this artifact can shoot forth scintillating rays of brilliant color, each color having a different effect: its songs likewise are able to work magical wonders; and if the rays and songs are directed in combination highly powerful spells are supposedly woven. It is known that the device throws forth a protective sphere, preventing detection or magical (or psionic) intrusion in a 30' radius. Those within this sphere are reported to neither hunger nor thirst as long as they remain within. Queen Ehlissa bent all to her will with the enchantments of the device, and throughout her reign of several centuries the nightingale never escaped its confinement. The Nightingale has two powers from TABLE I, one from TABLE II, one from TABLE III and one from TABLE V.

Suggested powers: Actual powers:

TABLE I: IK, IW
TABLE II: IID
TABLE III: IIIS
TABLE V: VM



THE MACHINE OF LUM THE MAD

This gigantic piece of intricate machinery is far too heavy and bulky to move by hand. It may be teleported or dimension doored, but other means of transportation will probably result in the destruction of the machine's delicate workings. If the machine is dropped after a teleport, etc., it will lose at least one function and. if it falls far enough, be destroyed. It is far too complex to be repaired. The machine has 70 levers and 30 dials. It also has a type of booth large enough for four people to stand inside. If a person or item is inside the booth, and a lever is pulled or a dial turned there may be an effect on the person or object inside. Of the 70 levers and 30 dials, 20 are no longer functioning due to the extreme age of the machine. The other items should have effects drawn from the tables in this back of the section and from the creative mind of the DM.

Suggested powers:
TABLE I: 25 of the powers.
TABLE II: 25 of the powers.
TABLE III: 10 of the powers.
TABLE IV: 10 of the powers.
TABLE V: 10 of the powers.

THE MIGHTY SERVANT OF LEUK-O

This relic of a visiting race of space travelers is a towering automaton of metal, crystal and some fibrous material of unknown origins. Given the proper commands it can perform as a fighting machine, mode of transportation or method of magical attack. It is nine feet tall, six feet wide and four feet thick, which makes it readily apparent to any viewer and causes intelligent creatures to make a saving throw for fear (the viewer gets a +2 on his die roll however). It is reportedly armor class -5 and can repair itself at 2 points per turn even while otherwise occupied. It can withstand up to 50 hit points and is totally magic resistant. Heat, cold, acid and various other conditions have no effect on it, but lightning will do one point of damage per die that the bolt is worth. Weapons (even of magical nature) will only do one half of their normal damage to the servant. It is very slow and moves only 3" per turn and strikes but once per turn. It has only a 15% chance to hit an opponent (only 5% if the opponent has a dexterity of 15 or more), but if it hits, the opponent will suffer 10-100 points of damage. The Servant also has two powers from TABLE I, one from TABLE II, one from TABLE III and one from TABLE IV. It will only obey those who find the secret method to automate it, and it can only function for 24 hours, before it must spend two hours recharging.

Suggested powers: Actual powers:
TABLE I: IA, IH
TABLE II: IIB
TABLE III: IIIN
TABLE IV: IVC

THE JACINTH OF INESTIMABLE BEAUTY

This indescribably lovely gem is huge sized and exquisitely cut. It is rumored that it was once the property of the fabled Shah Cham' Ponee. Its glowing orange luster immediately causes all who view it to make a saving throw against a charm. It also is rumored to have other magical properties of unusual nature. The jewel must be held forth in order for its powers to operate. It has one TABLE IV power, two TABLE III powers, three TABLE II powers, and two TABLE I powers.

Suggested Powers: Actual powers:

TABLE I:	IQ, IV
TABLE II:	IIN, IIV, IIL
TABLE III:	IIE, IIT
TABLE IV:	IVB

THE CRYSTAL OF THE EBON FLAME

This relic is a crystal-like substance slightly smaller than a human skull. It constantly emits rays of brilliant light, which when seen cause any viewer (except one who is touching the crystal) to make a saving throw for fear, even friends of the user. If the saving throw is made, another check need not be made for 15 minutes. The crystal has, in its center a small, darting ebon flame. If the flame is gazed upon, the powers of the crystal may be used. The Crystal of the Ebon Flame has one power from TABLE V, one from TABLE IV. one from TABLE III, one from TABLE II. and two from TABLE I.

Suggested powers: Actual powers:

TABLE I:	II, IQ
TABLE II:	III
TABLE III:	IIIF
TABLE IV:	IIVH
TABLE V:	VB

REWARD'S MYSTICAL ORGAN

What mighty and terrible enchantments are possible with this great relic?! This musical instrument is related to be of huge size, consisting of 77 great and small pipes, and a console with many black and white keys and 13 stops which cause the pipes to sound in different voices. The bellows is reportedly a conjured and chained air elemental. Even though time and neglect have supposedly made several of the stops and a number of the keys unworkable, this magical organ must still be able to perform the most powerful of conjurations and spell works. Care must be taken, however, that the person using it does not set the wrong stops, thus changing his magic, failing to properly bind what is summoned, or making the spell backfire upon himself. Proper manipulation of the keys, both with regard to which are depressed at the same time and in regard to what order they are played in , must be carefully considered; otherwise, the alignment of the magic or the musician himself can be mistaken or changed.

HORN OF CHANGE

Three blasts on this horn will cause a variety of things, at random. Each time the horn is used, roll a die to determine which table will be consulted, and then roll again to see which of the effects will take place. The horn appears the same as a horn of blasting. The horn may be used any number of times with the effect being determined separately each time.

THE RING OF GAX

This is a ring of platinum set with an unusual stone which cannot be identified even by a dwarf or jeweler. The stone has eight faces and can be turned so that any of the eight faces points forward. Each of these eight positions has a separate power, and can be used on command. However, the stone will frequently turn at random by itself, so it is necessary to try a random setting each time the ring is used. After that the user must know how many faces the stone must be turned to get to his desired setting. It is impossible to mark either the stone or the band in any way, so the first try each time the ring is used **must** be a random try and is rolled for by the referee. The Ring of Gax has one power from TABLE V, one from TABLE IV, one from TABLE III, two from TABLE II, and three from TABLE I.

Suggested powers: Actual powers:

TABLE I. IL, IS, IV
TABLE II: IIP, IIW
TABLE III: III
TABLE IV: IVL
TABLE IV: VH
TABLE V: VH

THE CROWNS, ORBS AND SCEPTRES

There are several sets of the Crown, Orb and Sceptre, one for each alignment. They are scattered across the world and well hidden. Each item is only useful to one who is of the same alignment as the item, others take 2-24 points of damage when touching it (or use an effect from TABLE III). Each item has two powers from TABLE I and one from TABLE II. If one owns two items of the same alignment, the powers of both are useable, and, in addition, one power from TABLE V and one from TABLE IV are gained. If all three of the same alignment are owned by the same person, another power from TABLE V is added and one from TABLE III may be added (referee's option).

If the owner of one item finds another of the relics which is not of the same alignment, he takes 2-24 points of damage and is subject to one of the effects of TABLE III upon touching the second item (this is dependent upon how radically opposed the alignments of the two items are). The Crowns of the various alignments look very similar, as do the Orbs and Sceptres. Obviously a Detect Evil (or good) Spell will have no effect on them.

Suggested powers: Actual powers:

Orbs

IH. IL
IID

Sceptres

IQ, IT
IIP

Crowns

TABLE I: IB. IF
TABLE II: IIH
If two items owned:
TABLE IV: IVA
TABLE V: VL
If all three owned:
TABLE III: IIIT
TABLE V: VA

THE THRONE OF THE GODS

This massive gold-inlaid throne was crafted by an ancient race in honor of their gods. It is carved into the heart of a mountain and cannot be moved, even magically because it is still a part of the mountain. Anyone seated on the throne will receive at least one item of magic, but can only be a recipient once. Also, he who sits on the throne, can use and is subject to the powers of the throne. The throne has four powers from TABLE I, five from TABLE II, one from TABLE III. and one from TABLE V.

Suggested powers: Actual powers:

TABLE I: IM, IT, IC, IC
TABLE II: IIO, IIA, IIV, IIY, IIZ
TABLE III IIIH
TABLE V: VF

THE ORBS OF DRAGONKIND

These crystalline artifacts are about the size of a human head and have the imprisoned essence of a dragon. The material from which the orb is made has a diamond hardness and any attempts used to discover whether the object has magical properties will always fail. There are five different orbs, as follows:

1) The Orb of the Hatchling. This orb has two powers from TABLE I only. This orb, as all of the others, has an intelligence, but this orb must obey any person who speaks the language of dragons.
2) The Orb of the Dragonette. This orb is as above, except that it has one power from TABLE I, one from TABLE II and one from TABLE IV.
3) The Orb of the Dragon. This orb is as the others, except that it has two powers from TABLE I, two from TABLE II and one from TABLE III.
4) The Great Firedrake's Orb. This orb differs from the first two in that it has an intelligence and ego rating which are used in the same manner as a magic sword's ratings. The owner only controls the orb if his Strength and Intelligence ratings combined (as modified for wounds) are greater than the Intelligence and Ego of the orb combined. The orb has an Intelligence of 12 and an Ego of 12. This orb has two powers from TABLE I, one from TABLE II, one from TABLE III and one from TABLE V. If the orb is able to control its user, it will try to control or destroy those around it (through its user) as it is extremely evil.
5) The Orb of the Eldest Worm. This orb acts as number 4, except that its Intelligence is 16 and its Ego is 16. It has two powers from TABLE I, two from TABLE II, one from TABLE III and one from TABLE V.

Suggested powers:			Actual powers:
1)	TABLE I:	IB, IE	
2)	TABLE I:	IK, IS	
	TABLE II:	III	
	TABLE IV:	IVF	
3)	TABLE I:	IT	
	TABLE II:	IIV, IIY	
	TABLE III:	IIP	
4)	TABLE I:	IX, IP	
	TABLE II:	IIM	
	TABLE III:	HA	
	TABLE V:	VI	
5)	TABLE I:	IY, IC	
	TABLE II:	IIJ,IIA	
	TABLE III:	IIIQ	
	TABLE V:	VE	

ARTIFACTS & RELICS

TABLE I

IA — Levitation.
IB — ESP
IC — Speak with dead.
ID — User immune to disease.
ID — User has no need to eat or drink.
IF — Detect magic.
IG — Read magix.
IH — Light.
II — Detect invisible objects.
IJ — Invisibility.
IK — Detect evil (or good if evil, or both if neutral)
IL — Fly.
IM — Clairvoyance.
IN — Clairaudience.
IO — Infravision.
IP — Move at double speed.
IQ — User protected against attacks as if wearing +1 armor.
IR — Water breathing.
IS — Wizard eye.
IT — Telekinesis.
IU — Cure light wounds once per day.
IV — Detect traps and secret doors.
IW — Speak with animals.
IX — Fire resistance.
IY — Adds 1-3 points to one ability while using artifact.
IZ — Speak with plants.

TABLE II

IIA — Charm monster with -3 on saving throw twice a day.
IIB — Sleep (also affects up to one creature of any level). 3 times per day.
IIC — Generate a 20 die fireball once per day.
IID — Generate a double effect slow spell twice a day.
IIE — Polymorph any object with -2 on saving throw.
IIF — Fear with -2 on saving throw twice per day.
IIG — Serious wound of double effect twice a day.
IIH — Shape change once per day.
III — Cold ray of 10 dice effect three times a day.
IIJ — Finger of Death with -4 on saving throw once per day.
IIK — Regenerate up to one half of all points lost in combat.
IIL — Paralization with -3 on saving throw three times a day.
IIM — Dispel magic four times per day.
IIN — Generate a 20 die lightning bolt once per day.
IIO — Teleport twice per day.
IIP — Conjure one elemental, djinn., efreet, or invisible stalker once per day.
IIQ — Stone-flesh twice per day.
IIR — Monster summoning once per day.
IIS — User may become ethereal twice per day.
IIT — X-Ray vision.
IIU — Spell Turning.
IIV — Death spell twice per day.
IIW — Power Word stun once per day.

IIX — Touch turns opponent's bones to jelly — usable once per day.

IIY — Locates treasure as follows (select one):

1. silver, gold, etc. within 90'
2. gems within 60'
3. magic within 10'

IIZ — Has the power of a Gem of Seeing when held by the owner.

TABLE III

IIIA — Each time artifact/relic is used, user loses one hit point PERMANENTLY.

IIIB — Each time artifact/relic is used, user loses one point on one of his abilities PERMANENTLY, and his abilities may never be increased.

IIIC — User sustains double damage when attacked while using artifact/relic.

IIID — User becomes 2 inches shorter each time artifact is used.

IIIE — As IIIA, but only 25% chance of loss.

IIIF — As IIIB, but only 25% chance of loss.

IIIG — User receives 2-24 points of damage.

IIIH — Relic gives off a gas which renders all within 30 feet unconscious for 2 hours (use saving throw for poison).

IIII — User attacks anyone within 20 feet.

IIIJ — User goes insane for 1-3 days (roll for random actions).

IIIK — User loses one level of experience.

IIIL — This artifact contains the spirit of another person. After a set number of uses, this spirit is released, and the spirit of the user is instead drawn into the artifact until another person is thus drawn in.

IIIM — After a set number of uses, the user of this relic is transformed into either a very minor demon or a very minor godling. He is thenceforth at the complete beck and call of a certain major demon/godling, and may as well start a new character.

IIIN — This artifact compels the user to go on a HOLY QUEST. As soon as the user fulfills a quest, he is immediately sent on yet another quest.

IIIO — User receives 3-36 points of damage.

IIIP — User is instantly killed (but may be raised).

IIIQ — Each time this artifact is used, there is a 10% chance that a part of the user's body will rot away and fall off. This effect is PERMANENT, and may not be reversed or restored. Start with each of the user's toes in turn, then go to his fingers, ears, nose, hands, feet, arms, legs and finally his head, in that order.

IIIR — As long as the user possesses this item, his charisma is reduced to a -10. He is totally repulsive in appearance, and all of his followers, hirelings and associates will have the lowest loyalty rating when with him.

IIIS — There is an increasing chance that the power confined in the object will break free, take over the wielder of the item by destroying this individual's soul, and then (masquerading as the person) kill all of the hirelings and associates of the person. The chance should range from 1% to 4%, cumulative, per use of the item.

IIIT — The item causes greed and desire in any person viewing it. There is a 10% cumulative chance that each time any person sees the item he will attack the owner, slay him, and take it for himself.

TABLE IV

IVA — As long as user has artifact/relic on his person, he acts as a magic drainer. ANY magic directed at him will have no effect, he can use no magic himself, and any magic item which touches any part of his body will permanently lose its magical ability.

IVB — User becomes permanently lawful.

IVC — User becomes permanently chaotic.

IVD — User becomes permanently good.

IVE — User becomes permanently evil.

IVF — User becomes fantastically strong but clumsy. Treat as a 18(00) strength, except that instead of receiving a +4 hit he receives a -5 to hit and is equally clumsy in casting spells, is prone to drop items, damage breakable ones with his incredible strength, etc.

IVG — User has a poison touch. Any human he touches must make a saving throw against poison.

IVH — User cannot touch or be touched by any type of metal, it simply passes through him with no effect.

IVI — This artifact (which appears as some type of weapon) has no power whatever until it is used to kill a certain, predetermined type of monster (example: a vampire). Once this type is killed with the relic, the relic immediately regains all of its powers. However, whenever another certain, predetermined type of monster is sighted (example: a troll), the artifact compels the user to attack and slay the monster, and when this is completed, the artifact loses all of its powers until another monster of the same type as first mentioned (i.e.: the vampire) is killed.

IVJ — Use of this artifact/relic causes the user to eventually become ethereal every time he is under stress. Each time it is used, the user has a 2% chance (cumulative) of going ethereal when he is under stress; i.e., after 10 uses he has a 20% chance of becoming ethereal when he is under stress. Being under stress is defined as any situation where the user faces any monster, trap, place or person which the user is uncertain that he can conquer or solve. After 50 uses, the user will become ethereal every time that he is under stress. The ethereal state lasts until the stress is removed.

IVK — Each day that the owner of this relic wishes to make use of its powers, he must first sacrifice a human being to the relic (possible a player-character!). The relic will then function normally for 24 hours. After that another sacrifice must be made or the relic will cease to function.

IVL— The item destroys from 50% to 100% of the treasure of its owner by consuming it in order to sustain its own power.

IVM — The item is itself a living sentient being, commanded by magic so as to serve. However, there is a 2% possibility per use that the being will revolt and do one of the following things:

1. kill the individual and disappear back into the items.
2. carry the individual off on some mission of the item's choosing
3. dominate the individual and make him into a servant of the item for 1 month.

TABLE V

VA — User may summon a demon once per day. The demon will serve the user for 2-24 turns.

VB— Time stop once per day.

VC — User granted one wish per week.

VD — User has limited omniscience. He may ask the judge any question once per day. and if the judge actually knows the answer he may answer all or part of the question at his discretion.

VE— Power word "Kill" once per day.

VF — User may raise dead fully once per day.

VG — User becomes super charismatic. Any creature of same alignment who can communicate with user will willingly serve user (without compensation) for 1-6 turns. After that time the enchantment wears off and they will no longer serve in any case and may become hostile.

VH — Finger of Death with no saving throw twice per day.

VI — Disintegrate three times per day.

VJ — All of user's abilities are raised to scores of 18 ((00) for strength), as long as user owns the relic.

VK — User of this artifact will always receive a premonition of danger, just before the event occurs. It will not tell him what to expect, just that there is danger near.

VL — Artifact will Legend Lore and Commune upon command by the user.

VM — User may restore one lost level (as in Restoration Spell) once per week (perhaps one drained from a nearby friendly player character . . .)

The Underword & Wilderness Adventures

ASTRAL AND ETHEREAL ENCOUNTERS (Addition)

Die	Underworld	Outdoor	Space (Astral Only)
1	Cockatrice	Cockatrice	Ki-Rin
2	Basilisk	Basilisk	Demon
3	Medusa	Medusa	Psionic Human
4	Gorgon	Gorgon	Human M-U
5	Invisible Stalker	Couatl	Human Cleric
6	Shedu	Ki-Rin	Cerebral Parasites
7	Intellect Devourer	Intellect Dev.	Shedu
8	Cerebral Parasites	Cerebral Par.	Demon
9	Thought Eaters	Thought Eaters	Intellect Devourer
10	Demon	Demon	Human M-U
11	Lien	Human M-U	Psionic Human
12	Psionic Human	Psionic Human	Human Cleric
13	Phase Spider	Catablepas	
14	Blink Dog	Gorgon	
15	Human Magic-User	Human Cleric	
16	Human Cleric	Cockatrice	
17	Cockatrice	Basilisk	
18	Basilisk	Catoblepas	
19	Medusa	Couatl	
20	Shedu	Shedu	

PSIONIC ENCOUNTERS (Addition)

If a psionic is in the party of adventurers or if psionic or psionic-related powers are being used there is a 1 in 6 chance that any encounter indicated is psionic. If a second die roll of 6 is made use the psionic table below:

Die	Underworld	Outdoors
1	Titan	Titan
	Lien	Demon
3	Demon	Couatl
4	Shedu	Ki-Rin
5	Intellect Devourer	Shedu
6	Mind Flayer	Intellect Devourer
7	Su-Monster	Su-Monster
8	Brain Mole	Brain Mole
9	Cerebral Parasites	Cerebral Parasites
10	Thought Eater	Thought Eater
11	Psionic Human	Psionic Human
12	Human M-U	Human M-U
13	Human Cleric	Human Cleric
14	Human Fighter	Human Fighter
15	Human Thief	Human Thief
16	Psionic Human	Psionic Human

WILDERNESS WANDERING MONSTERS (Correction)

Die Roll for Type of Encounter	Clear	Woods	River	Swamp	Mtns.	Desert	City	Ruins
1	Men	Men	Men	Men	Men	Men	Men	Men
2	Flyer	Flyer	Flyer	Flyer	Flyer	Flyer	Undead	Flyer
3	Giant	Giant	Giant	Giant	Giant	Giant	Giant	Giant
4	Lycs.	Lycs.	Lycs.	Lycs.	Lycs.	Lycs.	Lycs.	Lycs.
5	Anmls.	Anmls.	Anmls	Anmls.	Anmls.	Anmls.	Men	Anmls.
6	Men	Men	Swmr.	Swmr.	Men	Men	Men	Men
7	Anmls.	Anmls.	Swmr.	Swmr.	Anmls.	Anmls.	Undead	Anmls.
8	Dragon	Dragon	Dragon	Dragon	Dragon	Dragon	Men	Dragon
9	Misc.	Misc.	Misc.	Misc.	Misc.	Misc.	Men	Misc.
10	Giant	Lycs.	Anmls	Swmr.	Giant	Dragon	Men	En. Mr.
11	Flyer	Lycs.	Swmr.	Swmr.	Giant	Men	Men	Demon
12	Men	Men	Men	Undead	Flyer	En. Mr.	Undead	Giant

MEN

Die	Typical	Woods	Mountain	Desert	Water	City/Ruins
1	Fighter	Fighter	Fighter	Fighter	Fighter	Fighter
2	Magic-U.	Magic-U.	Magic-U.	Magic-U.	Magic-U.	Magic-U.
3	Cleric	Cleric	Cleric	Cleric	Cleric	Cleric
4	Thief	Thief	Thief	Thief	Thief	Thief
5	Paladin	Paladin	Paladin	Paladin	Paladin	Paladin
6	Ranger	Ranger	Ranger	Ranger	Ranger	Ranger
7	Bandits	Bandits	Bandits	Nomads	Buc's.	Bandits
8	Brigands	Brigands	Brigands	Nomads	Pirates	Brigands
9	Merchant	Merchant	Merchant	Caravan	Merchant	Merchant
10	Assassin	Druid	Cavemen	Dervishes	Lzrd. Mn.	Assassin
11	Bandits	Bandits	Bandits	Nomads	Buc's	Fighter
12	Brigands	Brigands	Brigands	Nomads	Pirates	Magic-U.
13	Merchant	Merchant	Merchant	Caravan	Merchant	Cleric
14	Fighter	Ranger	Fighter	Nomads	Lzrd. Mn.	Thief
15	Magic-U.	Half Elves	Magic-U.	Nomads	Buc's.	Paladin
16	Cleric	Pilgrims	Cleric	Caravan	Pirates	Ranger
17	Thief	Thief	Thief	Dervishes	Merchant	Assassin
18	Merchant	Pilgrims	Cavemen	Caravan	Merchant	Merchant
19	Berserkers	Bandits	Berserkers	Dervishes	Buc's.	Merchant
20	Pilgrims	Druids	Pilgrims	Magic-U.	Pilgrims	Pilgrims

Die	FLYERS	UNDEAD-TYPES	GIANT-TYPES&	TRUE GIANTS
1	Pegasi	Skeletons	Gnomes	Hill Giant
2	Rocs	Zombies	Dwarves	Stone Giant
3	Rocs	Ghouls	Elves	Frost Giant
4	Hippogriffs	Ghouls	Treants	Fire Giant
5	Griffons	Wights	Kobolds	Cloud Giant
6	Manticoras	Wights	Goblins	Storm Giant
7	Cockatrices	Wraiths	Orcs	Titan
8	Lammasu	Wraiths	Hobgoblins	Hill Giant
9	Harpies	Mummies	Gnolls	Stone Giant
10	Shedu	Mummies	Bugbears	Hill Giant
11	Stirgies	Spectres	Ogres	Stone Giant
12	Ki-Rin	Vampires	Yeti	Frost Giant
13	Gargoyles	Vampires	Trolls	Fire Giant
14	Couatl	Dopplegangers	Ogre-Magi	Hill Giant
15	Griffons	Shadows	Goblins	Hill Giant
16	Gargoyles	Ghost	Orcs	Stone Giant
17	Human-Type	Lich	Dwarves	Fire Giant
18	Demon	Will O'Wisp	Elves	Frost Giant
19	Undead-Type	Will O'Wisp	Leprechauns	Cloud Giant
20	Dragon Class	#'s 1-6 above	True Giant	Hill Giant

Die	LYCANTHROPES	DRAGON-CLASS	SWIMMERS	DEMON-CLASS
1	Wererats	Cockatrices	Nixies	Rakshasa
2	Werewolves	Basilisks	Giant Frogs	Wind Walkers
3	Wereboars	Hydrae	Giant Slug	Rakshasa
4	Weretigers	Wyverns	Crocodiles	Rakshasa
5	Werebears	Chimerae	Giant Fish	Wind Walkers
6	Other Were	White Dragon	Giant Lizards	Rakshasa
7	Wererats	Brass Dragon	Giant Leeches	Type I
8	Werewolves	Black Dragon	Giant Snakes	Type II
9	Wererats	Copper Dragon	Giant Crabs	Type III
10	Werewolves	Green Dragon	Crocodiles	Type IV
11	Wereboars	Bronze Dragon	Nixies	Succubi
12	Wererats	Blue Dragon	Lizard Men	Type V
13	Werewolves	Silver Dragon	Mermen*	Type VI
14	Wereboars	Red Dragon	Mermen*	Type I
15	Weretigers	Gold Dragon	Tritons*	Type II
16	Werebears	1-4 above	Giant Fish*	Type III
17	Wererats	1-6 above	Giant Octopi*	Type I
18	Wererats	1-8 above	Giant Squid*	Succubi
19	Werebears	1-12 above	Sea Monster*	Succubi
20	Other Were	Dragon King/Queen	Dragon Turtle*	Prince

* Large bodies of water only

Die	MISCELLANEOUS MONSTERS	ENCHANTED-TYPE MONSTERS (En. Mr.)
1	Umber Hulks	Air Elemental
2	Beholders	Earth Elemental
3	Phase Spiders	Fire Elemental
4	Shambling Mounds	Water Elemental
5	Ropers	Djinn
6	Rust Monsters	Efreet
7	Beholders	Salamanders
8	Blink Dogs	Invisible Stalker
9	Displacer Beasts	Aerial Servants
10	Hell Hounds	Clay Golem
11	Su-Monsters	Flesh Golem
12	Umber Hulks	Stone Golem
13	Shambling Mounds	Iron Golem
14	Ropers	Air Elemental
15	Rust Monsters	Earth Elemental
17	Blink Dogs	Fire Elemental
18	Displacer Beasts	Water Elemental
19	Rust Monsters	Invisible Stalker
20	#1-8 above	#1-8 above

ANIMALS

Die	Clear	Woods	Mountains	Desert
1	Wild Dogs	Giant Spiders	Wolves	Giant Snakes
2	Wild Pigs	Giant Centipedes	Bears	Giant Lizards
3	Giant Weasels	Giant Lizards	Mtn. Lions	Giant Beetles
4	Giant Snakes	Giant Toads	Owl Bears	Giant Scorpions
5	Giant Ants	Giant Weasels	Boars	Giant Ants
6	Giant Beetles	Giant Beetles	Stags	Lions
7	Wild Dogs	Bears	Wolves	Wild Dogs
8	Wild Horses	Boars	Bears	Baboons
9	Wolves	Wolves	Mtn. Lions	Wild Horses
10	Wild Horses	Giant Snakes	Giant Rams	Wild Asses
11	Wild Cattle	Owl Bears	Giant Goats	Wild Camels
12	Wild Cattle	Giant Ticks	Wolves	Leopards
13		Giant Porcupines		Flightless Birds
14		Giant Skunks		Wild Dogs
15		Giant Lynx		Wild Horses
16		Wolverines		Wild Camels
17		Stags		Lions
18		Wolves		Baboons
19		Boars		Flightless Birds
20		Giant Owls		Leopards

Die	Jungle-Like	Optional Woods	Swamps/Marsh
1	Apes	Centaurs	Catoblepas
2	Wart Hogs	Unicorns	Giant Frogs
3	Giant Snakes	Minotaurs	Giant Leaches
4	Giant Lizards	Pixies	Giant Snakes
5	Giant Spiders	Medusae	Crocodiles
6	Giant Centipedes	Minotaurs	Giant Slugs/Hippos
7	Giant Ticks	Dryads	Lizard Men
8	Hyenas	Manticoras	Giant Turtles
9	Elephants	Fairies	Giant Crayfish
10	Rhinos	Elves	Will O'Wisp
11	Lions	Treants	Optional Swamp
12	Leopards	Centaurs	Tyran. Rex.
13	Tigers	Unicorns	Pter'dyle
14	Jaguars	Gorgons	Triceratops
15	Giant Ants	Cockatrices	Bronto's.
16	Buffalo	Basilisks	Stegosaurus
17	Herd Animals	Pixies	Tryan. Rex
18	Herd Animals	Elves	Pter'dyle
19	Herd Animals	Satyrs	Giant Crocs.
20	Wild Dogs	Nymphs	Bronto's.
			Pter'dyle.

Die	Optional Mountains
1	Dire Wolves
2	Cave Bears
3	Mastodons
4	Spotted Lions
5	Mammoths
6	Sabre Tooth Tigers
7	Woolly Rhinos
8	Irish Deer
9	Titanotheres
10	Giant Armadilloes
11	Giant Sloths
12	Giant Tortoises
13	Neanderthalers
14	Neanderthalers
15	Dire Wolves
16	Cave Bears
17	Mammoths
18	Sabre Tooth Tigers
19	Woolly Rhinos
20	Dire Wolves

Notes